

# Dr. Dobb's Journal of Software Tools

FOR THE PROFESSIONAL PROGRAMMER

## SMOOTH ALGORITHMS

MS-DOS  
Directory Traversal

Turbo Boards  
Review

Radix Sort

Does Turbo Prolog  
Measure Up?

Crawling  
Memory Test







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## Dr. Dobb's Journal of Software Tools

FOR THE PROFESSIONAL PROGRAMMER

### ARTICLES

**Algorithms for  
smooth curves** ▶

**ALGORITHMS: Curve Fitting with Cubic Splines** **24**  
by Ian E. Ashdown

Ian presents a program that can connect a set of points with a smooth curve or interpolate a surface between points plotted in three dimensions.

**Radix sort** ▶

**ALGORITHMS: A First-Order Sorting Algorithm** **32**  
by Robert A. McIvor

The radix sort sometimes can perform electronic sorts faster than the exchange-based algorithms usually employed on computers.

**Is it really  
PROLOG?** ▶

### REVIEWS

**LANGUAGES: Turbo Prolog: The Language** **36**  
by Michael Swaine

Our editor-in-chief examines some of the claims being made. Is it really faster? Is it full PROLOG? Is it a useful tool?

**Turbo boards  
for the IBM PC** ▶

**HARDWARE: High-Speed Thrills** **46**  
by Mike Elkins and Steve King

Installing an accelerator board is a relatively inexpensive way to give an IBM PC, PC/XT, or compatible the throughput of a PC/AT. We benchmarked six of these boards.

### COLUMNS

**Directory trees** ▶

**C CHEST: Directory Traversal, Trailing ^Zs, and Horrifying Experiences** **14**  
by Allen Holub

A program that performs a number of functions with directory trees, a utility to let Microsoft's Macro Assembler read ^Z terminated files, and a tale of woe

**16-BIT SOFTWARE TOOLBOX: MS-DOS Book, DOS File Handles, and More** **108**

by Ray Duncan

Other topics addressed by Ray and his readers include the VDISK-related crashes mentioned in April and problems with resident programs doing file I/O.

**Memory test  
with the 68000** ▶

**THE RIGHT TO ASSEMBLE: The Worm Memory Test** **114**  
by Jan W. Steinman

A self-overlaying test to help diagnose memory errors

### FORUM

### PROGRAMMER'S SERVICES

**A growing  
sanity** ▶

**EDITORIAL** **6**

by Michael Swaine

**RUNNING LIGHT** **8**

by Nick Turner

**ARCHIVES** **8**

**LETTERS** **10**

by you

**SWAINE'S FLAMES:** **128**

**Tiny Star Wars?**

by Michael Swaine

**DR. DOBB'S CATALOG:** **73**

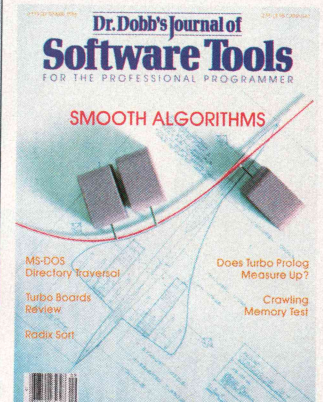
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**OF INTEREST:** **118**

New products of interest

**ADVERTISER INDEX:** **126**

Where to find those ads



#### About the Cover

The architectural illustration for this cover was done by Robert H. Frank. The photograph was done by Michael Carr/Pacific Horizons.

#### This Issue

Many algorithms now used on computers have their roots in mechanical processes. This month, we present two such algorithms; one that replaces the draftsman's spline and one that sorts in an old fashioned (but sometimes faster) way. Michael Swaine offers some thoughts on Borland's latest product, and we present a review of several PC speed boosters. Allen Holub and Ray Duncan provide tasty tidbits, and Jan Steinman brings us a very unusual memory test.

#### Next Issue

In October, we'll take a close look at Intel's 80386 chip. What does it really offer, and how do you upgrade from the 80286? We'll also demonstrate some interesting code for the NS320xx chip set.



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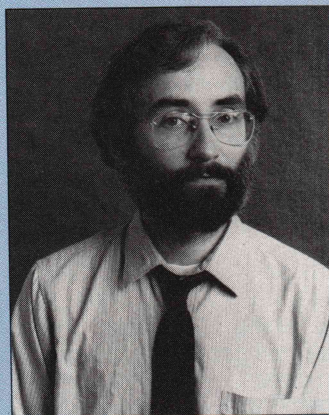
## EDITORIAL

Sometimes the Next Big Thing is a neglected old thing.

When I was a graduate student I took all the AI classes and seminars I could. In a class taught by Gene Freuder, who had just arrived from MIT where he had studied under Patrick Henry Winston, I wrote an expert system for draw poker. At that time, expert systems interested me, but not as much as the challenge, posed by another of my professors, Doug Hofstadter, of writing a program that could generate analogies, a problem in the area of machine learning. My expert system worked, after a fashion, and I never got anywhere with the machine learning program. Looking back over the past few years, it may seem that the same could be said for the entire field of AI: expert systems work; machine learning never got started.

I once believed that, but now I think I was wrong. Research in machine learning has certainly taken a back seat to expert systems work since my graduate school days. The results are evident: By focusing on narrow problem areas and domain-specific knowledge, workers in expert systems have created some very powerful practical tools and turned a technique into an industry. The Business section of the July 7, 1986, San Jose, California, *San Jose Mercury News*, amid grumblings about the industrywide slump in software, computers, and electronics, noted that one expert systems company, Teknowledge, was doing spectacularly well.

Machine learning never makes it into the *Mercury News*; nevertheless, research in machine learning has continued quietly over the years—and not without results. There are, for example, programs whose performance improves with experience



and programs that develop new problem-solving heuristics. There are programs that produce interesting analogies.

I hope that machine learning is about to capture the imaginations of programmers and venture capitalists. The potential benefits from work in machine learning are, I believe, far greater than the benefits of expert systems work. Understanding natural language, for example, requires the ability to learn new concepts rather than requiring a body of expert knowledge. And by the very nature of the learning process, it seems that any learning program would have to be general in application, suggesting that we would only need one. Given one, we could clone it.

Also by the nature of the learning process, the performance of learning programs will probably be unreliable, and this may force us to start looking at programs in a different way. Induction and generalization seem incompatible with the provability and reliability necessary for Star Wars-type projects. Making mistakes may well be an inextricable component of learning. We may one day find ourselves praising programs for their efforts as much as for their results.

The review of PC speed-up boards in this issue was completed before we knew of this manufacturer of a comparable board:

STD (Seattle Telecom & Data Inc.)  
2637 151st Pl. NE  
Redmond, WA 98052  
(206) 883-8440

*Michael Swaine*

Michael Swaine  
editor-in-chief

## Dr. Dobb's Journal of Software Tools

FOR THE PROFESSIONAL PROGRAMMER

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# The C for Microcomputers

PC-DOS, MS-DOS, CP/M-86, Macintosh, Amiga, Apple II, CP/M-80, Radio Shack, Commodore, XENIX, ROM, and Cross Development systems

## MS-DOS, PC-DOS, CP/M-86, XENIX, 8086/80x86 ROM

### Manx Aztec C86

*"A compiler that has many strengths ... quite valuable for serious work"*

Computer Language review, February 1985

**Great Code:** Manx Aztec C86 generates fast executing compact code. The benchmark results below are from a study conducted by Manx. The Dhrystone benchmark (CACM 10/84 27:10 p1018) measures performance for a systems software instruction mix. The results are without register variables. With register variables, Manx, Microsoft, and Mark Williams run proportionately faster. Lattice and Computer Innovations show no improvement.

	Execution Time	Code Size	Compile/Link Time
Dhrystone Benchmark			
Manx Aztec C86 3.3	34 secs	5,760	93 secs
Microsoft C 3.0	34 secs	7,146	119 secs
Optimized C86 2.20J	53 secs	11,009	172 secs
Mark Williams 2.0	56 secs	12,980	113 secs
Lattice 2.14	89 secs	20,404	117 secs

**Great Features:** Manx Aztec C86 is bundled with a powerful array of well documented productivity tools, library routines and features.

Optimized C compiler	Symbolic Debugger
AS86 Macro Assembler	LN86 Overlay Linker
80186/80286 Support	Librarian
8087/80287 Sensing Lib	Profiler
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Large Memory Model	Intel Object Option
Z (vi) Source Editor -c	CP/M-86 Library -c
ROM Support Package -c	INTEL HEX Utility -c
Library Source Code -c	Mixed memory models -c
MAKE, DIFF, and GREP -c	Source Debugger -c
One year of updates -c	CP/M-86 Library -c

Manx offers two commercial development systems, Aztec C86-c and Aztec C86-d. Items marked -c are special features of the Aztec C86-c system.

<b>Aztec C86-c Commercial System</b>	<b>\$499</b>
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<b>Aztec C86-p Personal System</b>	<b>\$199</b>
<b>Aztec C86-a Apprentice System</b>	<b>\$49</b>

All systems are upgradable by paying the difference in price plus \$10.

**Third Party Software:** There are a number of high quality support packages for Manx Aztec C86 for screen management, graphics, database management, and software development.

<b>C-tree \$395</b>	<b>Greenleaf \$185</b>
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## MACINTOSH, AMIGA, XENIX, CP/M-68K, 68k ROM

### Manx Aztec C68k

*"Library handling is very flexible ... documentation is excellent ... the shell a pleasure to work in ... blows away the competition for pure compile speed ... an excellent effort."*

Computer Language review, April 1985

Aztec C68k is the most widely used commercial C compiler for the Macintosh. Its quality, performance, and completeness place Manx Aztec C68k in a position beyond comparison. It is available in several upgradable versions.

Optimized C	Creates Clickable Applications
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Overlay Linker	Easy Access to Mac Toolbox
Resource Compiler	UNIX Library Functions
Debuggers	Terminal Emulator (Source)
Librarian	Clear Detailed Documentation
Source Editor	C-Stuff Library
MacRam Disk -c	UniTools (vi,make,diff,grep) -c
Library Source -c	One Year of Updates -c

Items marked -c are available only in the Manx Aztec C86-c system. Other features are in both the Aztec C86-d and Aztec C86-c systems.

<b>Aztec C68k-c Commercial System</b>	<b>\$499</b>
<b>Aztec C68d-d Developer's System</b>	<b>\$299</b>
<b>Aztec C68k-p Personal System</b>	<b>\$199</b>
<b>C-tree database (source)</b>	<b>\$399</b>
<b>AMIGA, CP/M-68k, 68k UNIX</b>	<b>call</b>

## Apple II, Commodore, 65xx, 65C02 ROM

### Manx Aztec C65

*"The AZTEC C system is one of the finest software packages I have seen"*

NIBBLE review, July 1984

A vast amount of business, consumer, and educational software is implemented in Manx Aztec C65. The quality and comprehensiveness of this system is competitive with 16 bit C systems. The system includes a full optimized C compiler, 6502 assembler, linkage editor, UNIX library, screen and graphics libraries, shell, and much more. The Apple II version runs under DOS 3.3, and ProDOS, Cross versions are available.

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<b>Aztec C65-p Apple Personal system</b>	<b>\$99</b>
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In the USA, Manx Software Systems is the sole and exclusive distributor of Aztec C. Any telephone or mail order sales other than through Manx are unauthorized.

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Cross developed programs are edited, compiled, assembled, and linked on one machine (the HOST) and transferred to another machine (the TARGET) for execution. This method is useful where the target machine is slower or more limited than the HOST, Manx cross compilers are used heavily to develop software for business, consumer, scientific, industrial, research, and educational applications.

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**TARGETS:** MS-DOS, CP/M-86, Macintosh, CP/M-68k, CP/M-80, TRS-80 3 & 4, Apple II, Commodore C64, 8086/80x86 ROM, 68xxx ROM, 8080/8085/Z80 ROM, 65xx ROM.

The first TARGET is included in the price of the HOST system. Additional TARGETS are \$300 to \$500 (non VAX) or \$1000 (VAX).

Call Manx for information on cross development to the 68000, 65816, Amiga, C128, CP/M-68K, VRTX, and others.

## CP/M, Radio Shack, 8080/8085/Z80 ROM

### Manx Aztec CII

*"I've had a lot of experience with different C compilers, but the Aztec C80 Compiler and Professional Development System is the best I've seen."*

80-Micro, December, 1984, John B. Harrell III

<b>Aztec C II-c (CP/M &amp; ROM)</b>	<b>\$349</b>
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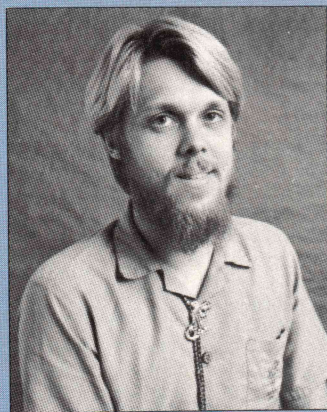
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This month's hint for writers concerns communication—from us to you and back. First, we want to remind you of how important it is to include a phone number with every letter, manuscript, outline, or proposal that you send us. Often we save several weeks of correspondence by calling you directly and discussing your idea over the phone.

We have a set of form letters that we send out at various times during the article editing process. If you send us a manuscript, you will definitely get some sort of a reply within a few weeks. If your article is not rejected right away, it will be put into a file for consideration. It may spend as much as a month in there before it gets assigned or rejected. If you have sent a manuscript into *DDJ* and you haven't heard from us in a while, feel free to call me. I'll be happy to look it up and let you know what's happening.

Nick Turner  
editor

Living Videotext recently made public the file-storage format for its ThinkTank series of idea-processor programs. The response from programmers was immediate and enthusiastic. We predict we'll soon see other products that are compatible

# ARCHIVES

## The Safe Bet

"Nineteen eighty-one will bring the advent of 16-bit microcomputer systems. [T]here will be a shift toward very large companies in the microcomputer market. . . ."—Bill Gates, *InfoWorld*, January 19, 1981.

"Microsoft played a significant role as a consultant to IBM in the development of its hardware. . . ."—Paul Freiberger, *InfoWorld*, October 5, 1981.

"People have been dazzled by the stuff that's gone on at Xerox PARC for years. . . . With good bit-mapped graphics and 16-bit machines on real production equipment, we can perform some of those same pieces of magic."—Bill Gates, *InfoWorld*, January 11, 1982.

"Insiders suggest that Apple had to go to Microsoft to get some of the [Lisa software] done. Why Microsoft? Apparently Microsoft has a couple of ex-Xerox PARC Smalltalk programmers."—John Dvorak, *InfoWorld*, January 31, 1983.

"There should also be some really usable portable computers using liquid-crystal displays of at least 8 lines by 40 characters."—Bill Gates, *InfoWorld*, January 10, 1983.

"Microsoft . . . developed all the software for the Model 100."—Scott Mace, *InfoWorld*, April 11, 1983.

"Most predictions [are] inside information in the guise of prognostication."—John Dvorak, *InfoWorld*, January 10, 1983.

## Ten Years Ago in DDJ

"Hellman and Diffie hold that the [56-bit DES] key is not all that secure, that such a key could be broken in a day by anyone with enough money to build the trial-and-error machinery to search the 100 million billion keys . . . not too much for a government agency, say, the NSA or CIA."—DDJ, September 1976.

"Motorola is reliably rumored to be working on their 6809, which supposedly will give Zilog's Z80 some stiff competition. More details when we have 'em."—DDJ, September 1976.

"For non-Apple systems: source and object code supplied [for a 6502 disassembler] occupies pages 8 and 9. All code is on page 8, tables on page 9. These tables may be relocated at will...code may also be relocated. Be careful if you use pages 0 or 1. Page 1 is the subroutine return stack. . . ."—Steve Wozniak, *DDJ*, September, 1976.

"I wish to express a certain disgruntlement with some of the gargoyles that have been erected on the cathedral of LISP."—John McCarthy, *DDJ*, September, 1976.

"I enclose my . . . string immediate-output subroutine for 6502-based systems."—Chris Espinosa, *DDJ*, September, 1976.

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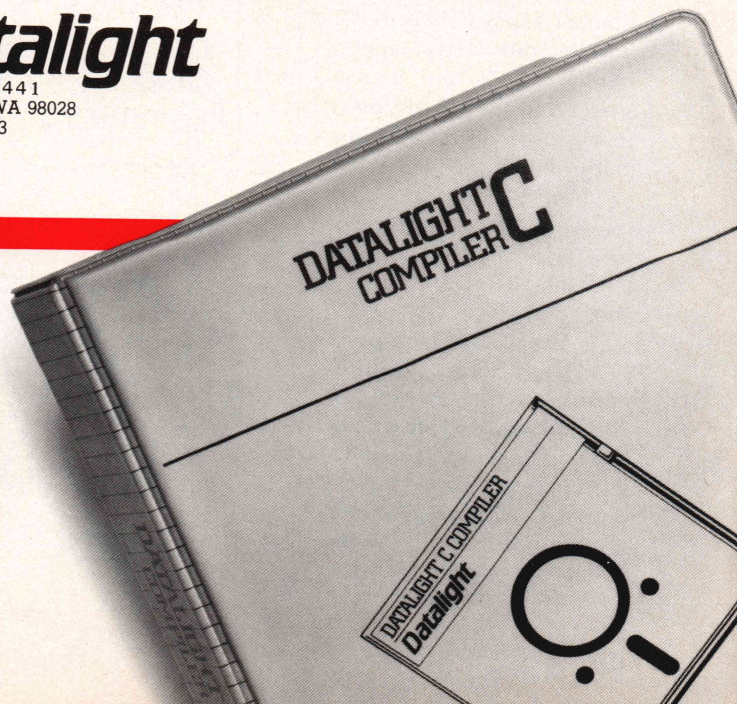
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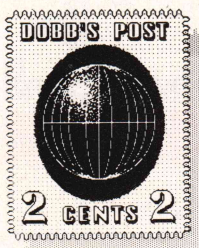
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## LETTERS



### The Right to Optimize

Dear DDJ,

Richard Campbell's March column on NS32016 square root calculations prompted me to implement his algorithm on my 68000 system and do some comparative measurements. My system is a 68000 board hooked to an Apple II computer running at an effective clock rate of approximately 8.1 MHz. (The nominal clock rate of 12.5 MHz is slowed down by one additional wait cycle on every bus transfer and a software DRAM refresh scheme.)

Unfortunately, I do not have a C compiler for my board, so I had to resort to rewriting Mr. Campbell's program for what I have available, which is a UCSD p-code System adapted from Apple Pascal to the 68000. One of the limitations of this system is that it handles only 16-bit signed integers, so I had to use some routines of my own to support 32-bit integer arithmetic in order to stay compatible with Mr. Campbell's benchmarks, which used a loop from 0 to 60,000 to time the square root routines.

As the Pascal compiler produces p-code object programs, I wrote the square root routine in 68000 assembly language and linked it as an external procedure to the surrounding Pascal program [Listing One, page 56]. For performance measure-

ments, I used a system time procedure with a resolution of 1/60th of a second and, like Mr. Campbell in his article, a loop performing 60,001 calls to the square root routine with arguments ranging from 0 through 60,000. To derive the time it takes for the square root routine to execute, I measured the execution time of the Pascal program and then subtracted from it the execution time of the same program linked to a routine that skips the calculation of the square root; the latter time therefore represents the overhead for the loop and the procedure call mechanism, which has nothing to do with the square root algorithm itself.

Using the routine that mimics Mr. Campbell's compiler-generated code [Listing Two, page 56], the

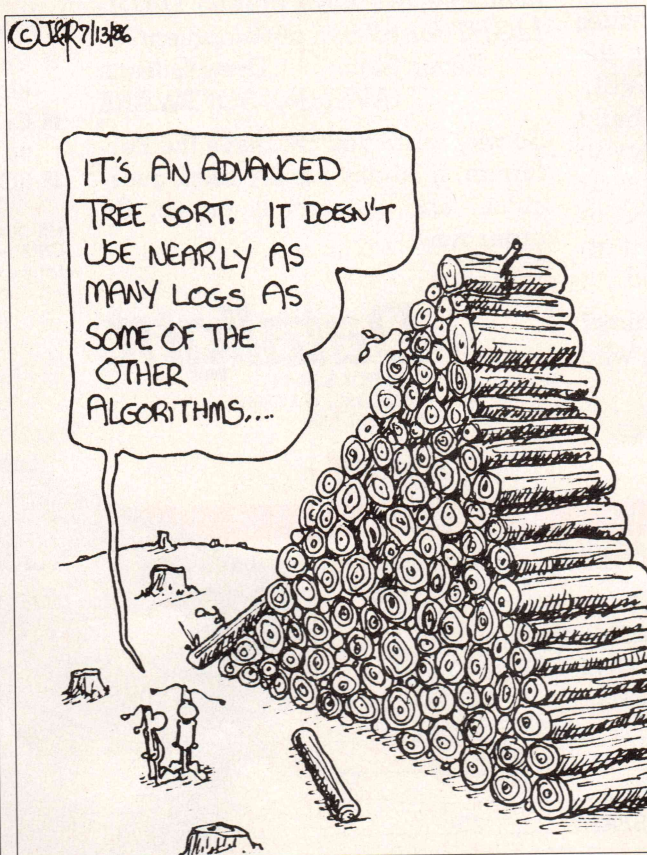
program executes in 16.73 (+/- 0.02) seconds on my system (without printing or counting shifts and divisions) and the empty shell program needs 12.08 seconds. Calculating 60,001 square roots, therefore, takes 4.65 seconds, for an average of 77.5 microseconds per square root. To answer Mr. Campbell's question about whether hand optimizing the assembly code is worth it, I did just that. Using the same measuring procedure as above, the optimized code [Listing Three, page 56] needed 3.90 seconds to perform the 60,001 square root calculations (without overhead), for an average of 65 microseconds per square root—a speedup of about 16 percent. In my book, that is well worth the little trouble it takes to optimize the

routine, especially if it is used often.


To find out by how much Mr. Campbell's algorithm is faster than the algorithm mentioned by Jim Cathey, I also performed the measurements for a program using that algorithm to calculate the square root [Listing Four, page 58]. Without overhead, Mr. Cathey's algorithm took 8.66 seconds to perform the 60,001 square roots, or an average of 144 microseconds per square root; it is therefore almost twice as slow as the unoptimized code for Mr. Campbell's algorithm.

To compare my results for the MC68000 with the published ones for a 6-MHz NS32016, they should be multiplied by a factor of 1.60 (9.6 MHz/6 MHz) to get timings equivalent to a 6-MHz 68000. If this is done, the time to calculate a square root using the unoptimized code becomes 124 microseconds, the optimized version needs 104 microseconds, and the square root calculation using bit shifting needs 231 microseconds. This clearly disproves Mr. Campbell's statements about the superiority of the NS32016.

Regarding Mr. Campbell's comments about the bit-shifting algorithm "hitting the NS32016 below the belt," I can only say that Mr. Cathey's algorithm was not specifically designed to do that but is rather a general-purpose algorithm that merely points out certain weaknesses in the NS32016's design. In my opinion, the MC680XX family is clearly superior to the microprocessors of the NS320XX family; everything you can do with a NS32016, you can also do on a 68000—often more easily,







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## LETTERS

(continued from page 10)

usually faster, and then some, as illustrated above.

Other than that, I agree with Mr. Campbell's conclusion that many bit-level tricks of the 8-bit era are outdated and should be replaced by newer and faster algorithms more appropriate for 16/32-bit processors. I hope to find exactly such articles in future issues of *DDJ*.

Thomas Wieland  
8676 Anthony, #5  
Pierrefonds, PQ H84 2B6  
Canada

## 8080 Simulator

Dear *DDJ*,

Hats off to Jim Cathey for such a nice and useful piece of MC68000 code. [See "COM: An 8080 Simulator for the MC68000," January 1986.] After I had typed in the code (only one typo and an easy to find one at that), I couldn't resist adding Z80 relative jumps and *djnz* [Listing Five, page 58].

In an attempt to improve on the simulator's speed, and remembering an old trick from FORTH compiler writing days, I expanded *mloop*, which I duly dubbed *NEXT*, at the end of

every opcode simulation, thereby gaining eight t-cycles per simulated 8080 instruction as well as freeing *a6* for other purposes (I promptly used it to point to *pseudo-HL*).

If your system is configured with CP/M-68K above the TPA in such a way that the simulator runs below \$8000, you can even go a step further by having a jump table (*optab*) in the shape of *dc.w*s and a *NEXT* that looks like that shown in Table 1, left.

Together with various minor alterations too voluminous to present here, this last modification sped up the simulator to such an extent that it now runs slightly faster than SoftDesign's Z80 emulator, alas without providing full Z80 support. As many CP/M-80 programs don't use the extra Z80 instructions anyway, this restriction is seldom felt.

In order to spare other CP/M-68K users a set of blistered fingers, I will gladly copy the source for anyone who provides a formatted 8-inch or 5¼-inch floppy disk (please give fcb and skew details if not 8-inch SSD).

Edmund Ramm  
Postfach 38  
D-2358 Kaltenkirchen  
West Germany

on line 75 is missing altogether. This causes the routine to break in a not so subtle manner; I assume the omission is a misprint. However, initialization of the decision variable *d* (lines 34 and 80) is incomplete, resulting in somewhat more obscure problems. The value to which *d* must be initialized depends upon whether the line slope is positive or negative. If the initialization is handled incorrectly, symmetry is destroyed and endpoint overrun errors are introduced. These problems may not show up unless the routine is tested at all the boundary conditions.

The line-drawing routine runs rather slowly when the BIOS point-plotting routine is used, even on an IBM PC/AT. Possibly the use of Bruce Smith's assembly-language point-plotting algorithm, published in the January 1985 16-Bit Software Toolbox, would speed things up.

Joseph N. Mente  
Titanic CodeWorks  
916 Olive Rd.  
Homewood, IL 60430

Listing One of Everett Carter's article, "Forth Goes to Sea," (July 1986) was truncated. The rest of the listing begins on page 50.

**DDJ**

(Listings begin on page 56.)

## Corrections

Dear *DDJ*,

The C implementation of Bresenham's line-drawing algorithm that appeared in the May 1986 issue contains several errors. [See "Simple Plots with the Enhanced Graphics Adapter" by Nabajyoti Barkakati.] These errors cause the routine *v\_draw* to fail in the first and third quadrants. I have enclosed a corrected version, *c\_draw* [Listing Six, page 62].

In *v\_draw*, a statement

moveq	#0,d0	* clr hi word
move.b	(pseudopc)+,d0	* fetch next opcode
add.w	d0,d0	* d0 <-- offset into word table
move.w	0(optr,d0.w),a0	* d0 max is \$ff << 1 (\$1fe)
jmp	(a0)	* exec opcode

**Table 1:** Improved *NEXT* routine for 8080 simulator

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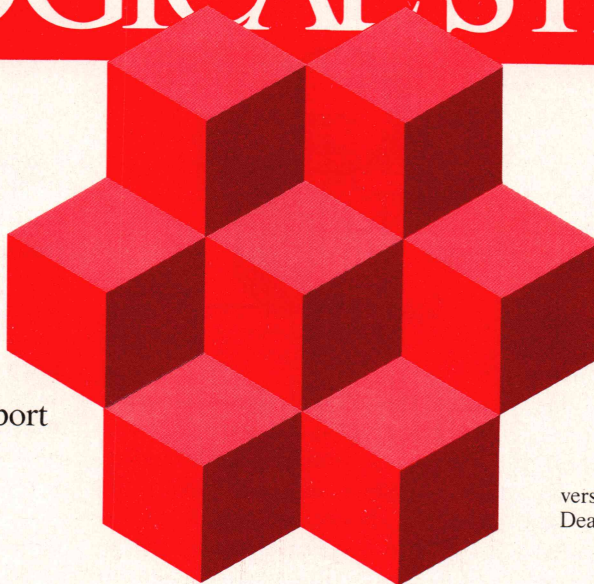
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## Directory Traversal, Trailing ^Zs, and Horrifying Experiences

### Directory Traversal

**T**his month I'm going to look at another sort of tree—a directory tree. The program presented here does several things, depending on how it's invoked. If the program is named *whereis.exe*, then the command *whereis <fname>* will search the entire directory tree for a file called *fname*, printing the full path name of the file when it's found. Wildcard characters are recognized in the name (as in *whereis \*.c*). Be careful if you're running this program under the shell. You'll have to escape the wildcards to prevent the shell from expanding them (*whereis "\*.c"* or *whereis \\*.c*).

By renaming the same program to *dtree.exe*, several functions are added. The basic command syntax is:

```
dtree [root] [-f<name>] [-s] [-d]
          [-e cmd arg ...]
```

The root indicates where to begin the directory traversal. If it's not specified, then */* is used. Thus, *dtree* (with no arguments) descends recursively through the entire directory tree, starting from the root directory, printing a list of all the directories on your disk. *Dtree <dname>* prints a list of all directories at or below *<dname>* in the directory tree. So *dtree /* works in the same way as

by Allen Holub

*dtree* without arguments does. *Dtree /src* prints a list of all subdirectories below */src* (including the subdirectories of the subdirectories). Table 1, page 16, shows a sample output from my own disk.

The *-d* command-line switch causes a graphic representation of the directory tree to be printed rather than a simple list of the names. If *-s* is specified too, short names are used in-

stead of the full path name. An example is given in Table 2, page 16. When the program's output is redirected to a file, it's printed as shown (with plus signs and dashes). If output goes to *stdout*, the IBM box-drawing characters are used so that you have a prettier picture on the screen.

The *-e* switch is used to execute commands. All command-line arguments that follow *-e* are taken as a command that will be executed from each directory as it's visited. A space must follow the *e*. For example:

```
dtree / -e ls -l
```

prints a list of every file in every directory on the disk using the *ls* long format (that is, because the *-l* follows the *-e* on the command line, it's passed to *ls* rather than being interpreted by *dtree*). The directory name is printed too (just before the command is executed). If you need to execute either a batch file or a command that's part of the shell, you have to invoke the shell explicitly. Examples are:

```
dtree / -e command /c dir
dtree / -e command /c batchfile
                        arg arg arg
dtree / -e sh batchfile arg arg arg
dtree . -e sh cp "*.c" a:
```

The first example does the same as *dtree -e ls* does except that the *dir* command (that's internal to COMMAND.COM) is used. The second example executes an MS-DOS batch file; the arguments following the file name are passed to the batch file. The third

example does the same, but my own shell (as distributed by *DDJ*) is used rather than COMMAND.COM. The last example backs up all *.c* files in an entire system—that is, it copies all *.c* files in the current directory and any subdirectories to the *a:* drive. The explicit invocation of the shell is necessary because wildcard expansion must be done in each directory as it's visited, and this expansion is done by the shell, not by *cp*. Had you said:

```
dtree . -e cp *.c a:
```

the *\*.c* would have been expanded by the shell to all files in the current directory that end in *.c*. *Dtree* would copy these and then descend to a subdirectory and try to find files having the same names as the ones in the parent (because the *\*.c* is expanded by the shell before *dtree* ever sees the command line).

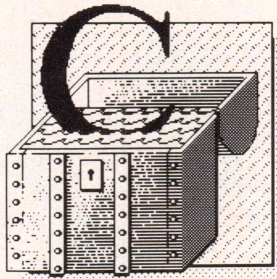
The switch *-f<name>* (no space between *f* and *<name>*) causes the program to search for the file called *<name>*. So *dtree / -f<name>* does the same thing as *whereis <name>* does. Using *dtree* rather than *whereis* has two advantages. First, *dtree* can start the search at any directory, but *whereis* always starts at the root. So:

```
dtree /src -ffoo.c
```

finds *foo.c* only if it exists at or below */src* in the directory tree. The second advantage comes from using *-f* and *-e* together on a single command line. Here, the command is executed only if the file is found. For example, if you're running under *sh* (rather than COMMAND.COM) using the *rm* program provided with the */util* package to remove files:

```
dtree / -ffoo -e rm foo
```

Finds all occurrences of the file *foo*





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on the disk and deletes them, and:

```
dtree /src/trees "-f*.bak" -e
      sh -c rm ".*bak"
```

deletes all .bak files in the /src/trees directory (and any subdirectories of /src/trees). The -f argument has to be quoted to prevent the shell from expanding it (dtree expands the wildcards itself and -f can take only one

```
/src
/src/getargs
/src/grep
/src/nr
/src/nr/hyphen
/src/red
/src/shell
/src/shell/util
/src/shell/util2
/src/sm
/src/small-c
/src/sml-tool
/src/tools
/src/tools/doc
/src/tools/lattice
/src/tools/old
/src/tools/trees
/src/tools/trees/old
/src/util
```

**Table 1:** Output from dtree /src

```
src
+----getargs
+----grep
+----nr
|      +----hyphen
|
+----red
+----shell
|      +----util
|      +----util2
|
+----sm
+----small-c
+----sml-tool
+----tools
|      +----doc
|      +----lattice
|      +----old
|      +----trees
|      +----old
|
+----util
```

**Table 2:** Output from dtree /src  
-d-s>file

argument). Similarly, rm doesn't expand wildcards so you must invoke a shell to do it. The \*.bak has to be quoted so that the subshell will do the expansion instead of the current shell.

Because the *delete* and *copy* functions are built into COMMAND.COM, you can say:

```
dtree /src -f*.bak -e command /c
      copy *.c a:
```

to do the equivalent operation from outside the shell. You don't have to quote any arguments because COMMAND.COM won't expand them; *copy*, on the other hand, will.

### Dtree.c

The source for *dtree*( ) is in Listing One (page 62). The *modus operandi* of the program is determined in *main*( ) on lines 380–394. *Main*( ) examines *argv*[0] to see by what name it was invoked. If *whereis* is used, the *if* clause is executed; if anything other than *whereis* is used, then the *else* clause is executed. Note that *argv*[0] isn't supported by DOS, Version 2.x, so this automatic configuration will work only if you're using DOS 3.x or if you're running the shell (the *reargv*( ) function will give you access to *argv*[0]).

The *main*( ) routine also determines which character set to use for tree printing (on line 397). It does this in the same way as does the *print* routine I discussed last month. The same limitations apply, too (that is, graphics are used unless standard output is redirected to a file). The *signal*( ) call on line 405 is necessary because the traversal algorithm actually changes the current directory as it traverses. The *signal*( ) call sets up the interrupt system so that when a ^C is encountered, the current directory will be set back to whatever directory you started from when the program booted. The actual resetting is done in *onintr*( ) on lines 361–366.

*Dtree*( ) can't use *getargs* because it uses a position-dependent command-line switch (-e). So the program's arguments are processed by hand in *doargs*( ) on lines 270–332. It works pretty much the same as *getargs*( ) does, setting global variables to correspond to encountered command-line switches and compressing *argv* to remove all command-line switches.

Note that all *argv* entries following -e on the command line aren't analyzed (that's the test for *Args* on line 295; *Args* is *NULL* if a -e hasn't been found).

The basic traversal algorithm is done by *prnt*( ) (on lines 174–232). It uses a modified version of the *preorder* tree-printing algorithm that I discussed two months ago, so I won't cover that material again. However, instead of using a basic tree-traversal algorithm:

```
trav( root )
{
    print( root );
    trav ( left );
    trav ( right );
}
```

which can be restated for multiway tree traversal as:

```
trav( root )
{
    print( root );
    for( each child )
        trav( child );
}
```

*dtree* uses:

```
trav( current directory )
{
    print( current directory's name );
    get list of all subdirectories;
    for( each subdirectory )
        trav( subdirectory );
}
```

The code on lines 188–192 just prints vertical bars in the appropriate places, provided you're printing a picture of the tree (that is, -d is specified on the command line, causing *Draw* to be true). If you're searching for a file, the *if* statement on lines 194–198 is executed. The directory name is not printed. Rather, if the file exists, you execute the command tail. *Execute*( ) won't do anything if -e isn't found on the command line. If you're not looking for a specific file, the *else* clause on lines 199–203 prints the current directory name and then executes the command tail.

*Prnt*( ) gets the list of subdirectories using the same *dir*( ) subroutine that's used by the shell (the code for all these routines and for the *mydir.h* file that's #included on line 4 are in



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the March 1986 C Chest. *Mk\_dir( )* creates a *DIRECTORY* structure on line 205. This structure is initialized on lines 211–215 so that *dir( )* will get a sorted list of subdirectories, using the full path name of each directory in the list. *Dir( )* itself is called on line 219; the recursive traversal of each subdirectory is done by the *while* loop on lines 221–225; and memory used by the *DIRECTORY* structure is freed on line 230 [with the *del*

*\_dir( )* call].

*Find( )* (on lines 137–170) uses the same directory routines to look for a file. It will expand any wildcard characters in the file spec and print the whole list of matching files. The remainder of the code you've already seen, either last month or the month before, so I won't cover it again here.

### Fixing ^Z-Terminated Files

Back in May, Ray Duncan mentioned a problem with ^Z-terminated files being read by the Microsoft Macro

Assembler, Version 4.0 (16-Bit Software Toolbox, p.109). The *include* function ignores the end-of-file mark (^Z) and uses the file size, so it will kick out error messages if you create a file with any editor that terminates its files with ^Zs rather than just making the files the correct length. Mince, Vedit, and WordStar (in document mode) are three of these editors. You often see this sort of padding in programs that were originally written for CP/M or MS-DOS, Version 1 (where ^Z is the only way to end a file). Microsoft has been trying to get rid of the ^Z end-of-file marker since it introduced Version 2 of MS-DOS, and I guess it's finally playing hardball.

This ^Z problem is responsible for a lot of weird behavior on the part of the shell, too. The formatted I/O routines in Version 3.0 of the Microsoft C compiler get hopelessly confused when they try to read a ^Z-terminated file. So if you try to execute a Vedit-created batch file from the shell, strange things start happening (characters mysteriously appear and disappear, error messages such as "stdout: no room left on device" are printed, and so on).

Unfortunately, the fix that Ray gave in his column (enter, write, and then exit from EDLIN) doesn't seem to work all the time (or so say friends who've tried it), and it turns out to be almost impossible to fix this problem in Microsoft-compiled programs without going to unformatted binary input (that is, *open( )*, *read( )*, and so on). So I wrote a utility called *fix* to deal with it (see Listing Two, page 68).

*Fix* removes all trailing ^Zs from a text file (actually it truncates the file at the first ^Z it finds). Usage is:

```
fix file [file ...]
```

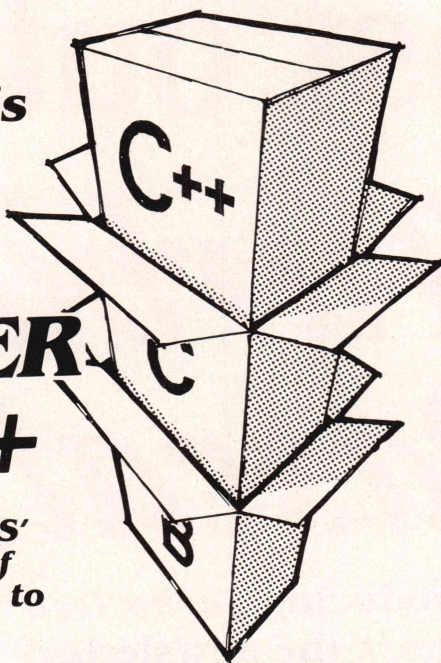
where the command line holds a list of files to fix. The program renames the files specified on the input line to xxx.bak, where xxx is the original root part of the file name. It then overwrites the original file, removing the trailing ^Zs.

The program is very short and pretty much self-explanatory. Note that the *ctlc( )* and *reargv( )* calls on lines 54 and 55 are useful only if you're running under the shell and they're supplied along with the shell.

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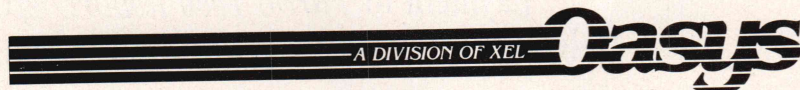
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Don't include these calls if you're using COMMAND.COM.

### A Tale of Woe

My friend Bill Wong, who lives across the street, has gallantly volunteered to beta test the shell as I bring up the new version. He was having problems with it the other day, and we thought these problems might be DOS-related (he's running Version 3.0 rather than 3.1), so we decided to upgrade the DOS version on his hard disk. Earlier versions of DOS (pre-3.1) made it impossible to create a system disk except by formatting the disk with the /s flag set (copy won't copy system files). This, of course, forced you to back up, format, and then restore your entire hard disk to install a new version of DOS. Version 3.1 comes with a utility called sys that can transfer a system to a hard disk, but I had forgotten that this utility existed.

So, I tried to install the new DOS version on Bill's disk by removing the hidden and system attributes from IBMBIO.COM and IBMDOS.COM and then copying them over to the hard disk in the normal way. I've a program (called chmod) that can change these attributes (attrib can change only the read-only attribute). Files successfully transferred, I pressed Ctl-Alt-Del, and to my horror, the system wouldn't boot. It didn't even print an error message—it just hung. "Oh God," I said to myself, "I've destroyed Bill's hard disk." Fortunately, things weren't quite that bad. The system booted from the floppy with no trouble. We could at least get the thing running again to try to find out what the problem was.

To make a long story short, we fooled around for more than an hour, trying everything we could think of (including running the sys program, now rediscovered by us). Nothing worked. No amount of copying fixed anything. Changing attributes didn't help. Sys said that it had transferred the system, but it still wouldn't boot from the hard disk. So, in desperation we deleted the entire root directory (including the system files) and tried to run sys again. Now it started giving us "No room for system on destination disk" error mes-

sages. The disk was only two-thirds full, so there was obviously some other problem.

Finally I threw in the towel and decided to call Microsoft. It told me that it does not support end-users of DOS and that I'd have to call IBM. IBM told me that it does not support end-users of DOS and that I'd have to call the store that sold me the computer. ComputerLand told me that it had no idea what the problem was, though it could guess. The person I talked to suggested reading the *DOS Technical Reference*. So, it seems there is no technical support available for MS-DOS—from anyone.

I dug out the *Technical Reference* and actually did find something there. It was even in the index (under *system reset*). When MS-DOS boots: "The boot record then checks the root directory to assure that the first two files are IBMBIO.COM and IBMDOS.COM. These two files must be the first two files, and they must be in that order (IBMBIO.COM first, with its sectors in continuous order)." So, my theory is that when you open a file for overwrite, DOS frees up the associated FAT entries and directory space. That is, it doesn't just overwrite an existing file with new data; it throws away the existing file and then starts from scratch, putting the copy wherever it feels like. So the two boot files ended up in the wrong place. Meanwhile all our thrashing around on the disk ended up putting something into the sectors that IBMBIO.COM wanted to occupy. This explains sys' inappropriate error message. There's plenty of room on the disk, but there's probably no room on track 0. I still don't understand why sys told us that the system had been transferred successfully the first few times we tried to use it. I suspect this has something to do with directory entries for IBMBIO.COM and IBMDOS.COM already existing but pointing at the wrong place on the disk. It seems to me that sys should check for things such as that. It obviously doesn't. I also don't understand, if the positions of IBMBIO.COM and IBMDOS.COM on the disk are so important, why you can delete them at all. To my mind they shouldn't even be in the directory system because you can't treat them like you can any other file.

I'm sure there's a lesson to be

learned from all this, but I'm not sure what it is. Your only recourse is to back up, reformat the hard disk, and restore. Looked at in a truly Polyanna fashion, at least disk accesses will speed up because all the file fragmentation will be eliminated.

To add injury to insult, bringing up Version 3.1 didn't fix the problem with the shell (which turned out to be the ^Z problem that I described earlier). Aren't computers wonderful?

### Availability

The listings from this month are all available on CompuServe (type go ddj). The chmod program, used to change file attributes, is now distributed by DDJ as part of Version 1.1 of the /util package. This package also includes the rm and cp utilities used in the examples. If you have an earlier version, you can get an upgrade from DDJ for \$6. The fix program is distributed with Version 2.0 of the shell (available from DDJ, upgrades are \$6, too) and is also available on CompuServe. The directory-related routines used by dtree.c are also part of the shell. They were originally published in this column in March 1986 (the listing begins on page 56 of that issue). Note that the mydir.h file on the shell distribution disk is called dir.h in that listing.

An IBM PC-compatible disk containing the complete sources for dtree.c and fix.c (including the directory routines) is available for \$25 from Software Engineering Consultants, P.O. Box 5679, Berkeley, CA 94705.

DDJ

(Listings begin on page 62.)

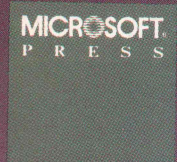
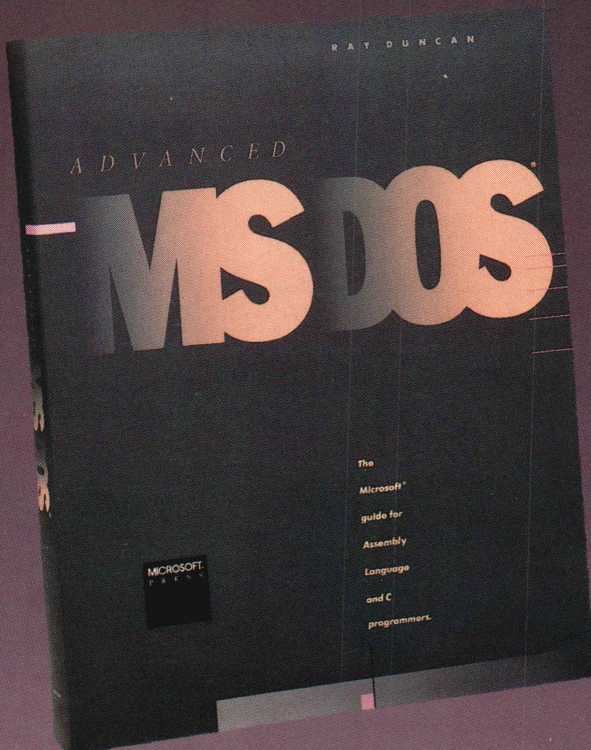
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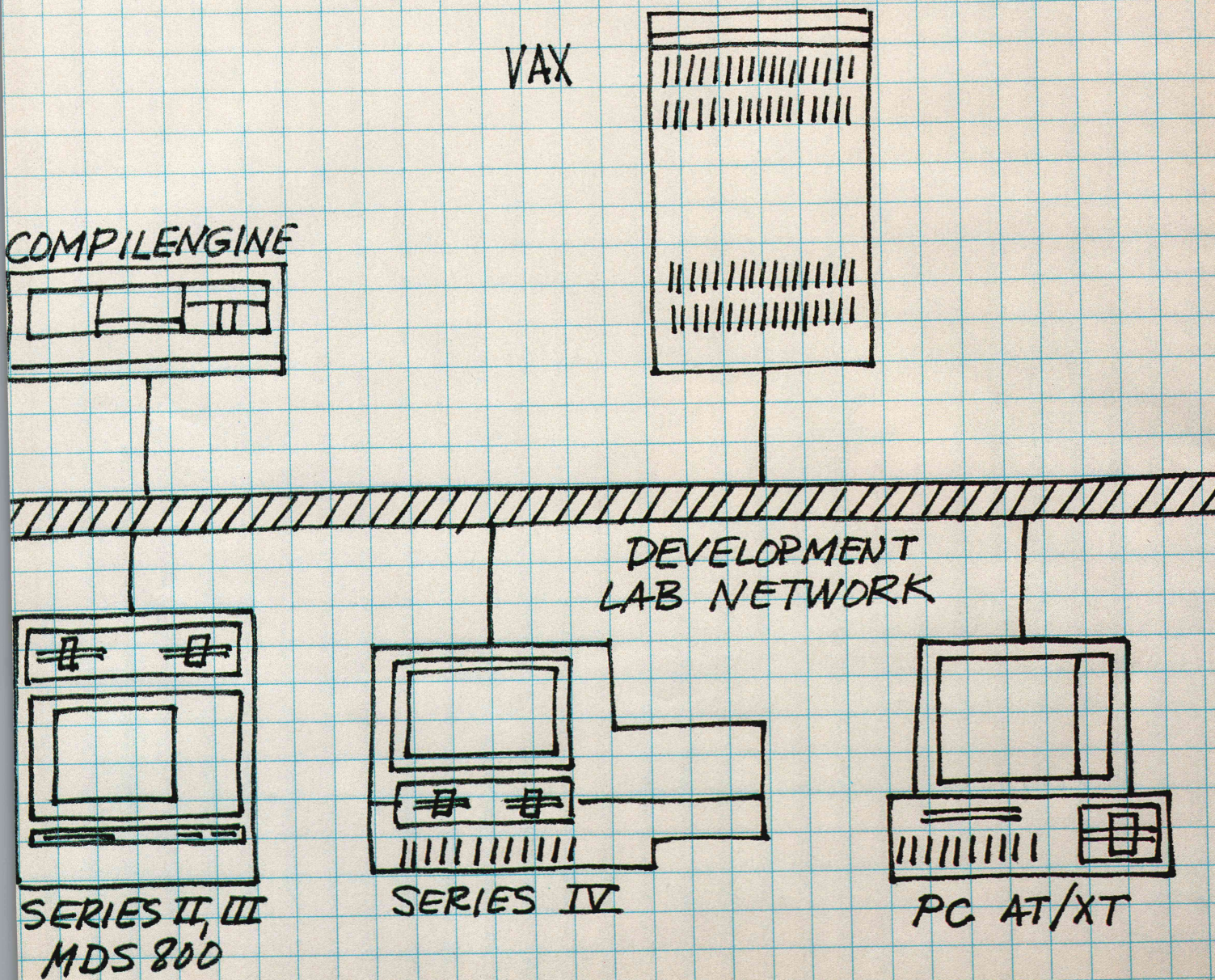
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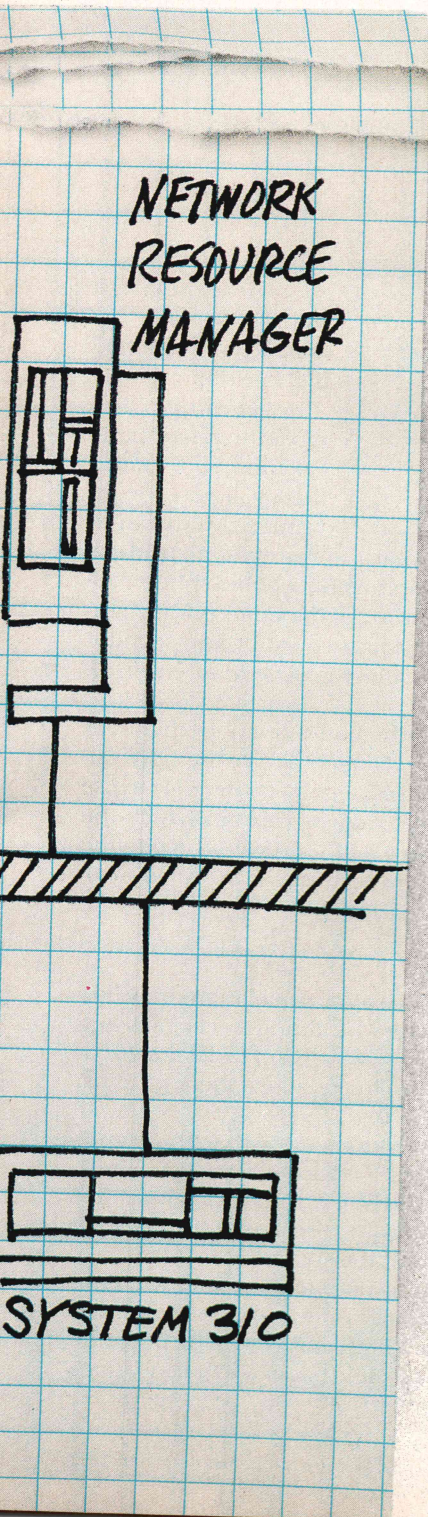
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# Curve Fitting with Cubic Splines

by Ian E. Ashdown

**B**efore computer-aided drafting workstations completely replace the draftsman's pencil and paper, let's examine one of the draftsman's tools: the

spline. Presented with data in the form of points on an  $x-y$  plane, the draftsman uses a spline—a flexible strip of metal or plastic—to draw a smooth curve between them.

The technique is very simple. After plotting the data on a sheet of paper, an appropriately sized spline is held in place at these points (referred to as "knots") with weights or pins. The draftsman then traces the curve formed by the spline. For any given set of knots, the curve generated is independent of the spline chosen and is thus exactly reproducible.

From mechanical engineering, elementary beam theory shows that if the spline is not too severely stressed, it will conform to a curve described by a set of cubic polynomial equations, one between each pair of adjacent knots. Adjacent polynomials meet at their common endpoints (the knots), and their slopes and rates of curvature at these points are equal. Stated in mathematical terms, these polynomials join continuously at the knots with continuous first and second derivatives.

Knowing this, you can develop a mathematical model of the draftsman's splines and from this model construct a computer program for interpolating a smooth curve between a set of knots. With a bit of care in choosing algorithms, such a program can quickly and accurately generate a curve for a thousand or more data points on the smallest of personal computers. It can even be adapt-

***The program can generate a curve for a thousand or more data points.***

ed to interpolate a smooth surface between points plotted in three dimensions.

Developing the model involves basic calculus and matrix theory. If you are unfamiliar with such

mathematics, rest assured that the resultant algorithms are very easy to program and using a cubic spline program requires no understanding of the underlying mathematical theory. Give the program a set of knots, and it will dutifully interpolate a smooth curve in all (well, almost) cases.

Why then discuss the mathematics of cubic splines at all? There are two answers. One is that seeing how the algorithms are developed gives you the confidence to use them. The other is that there may be cases in which the algorithms will not perform exactly as desired. Knowing their theory may enable you to create a modified algorithm to fit the problem at hand.

## ***A Simple Explanation***

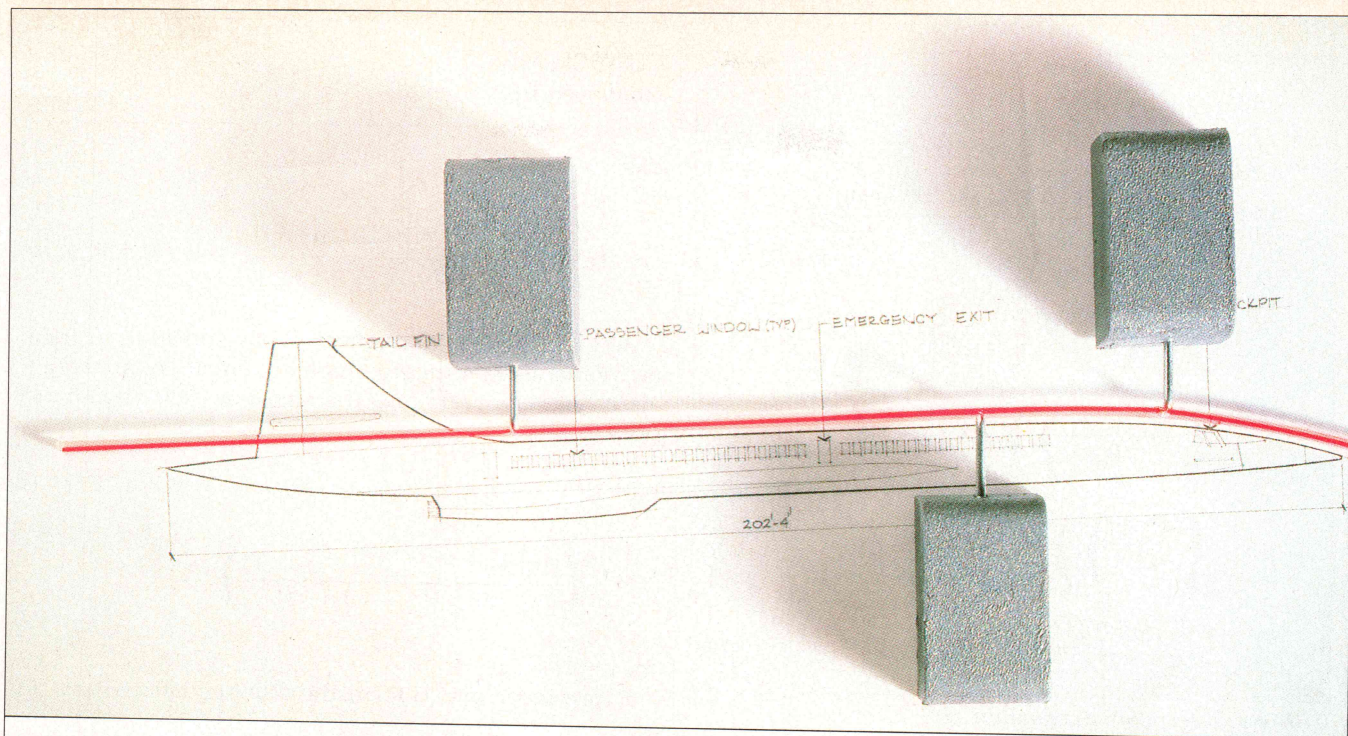
Some of the math involved in spline calculations may be a bit daunting if you haven't had training in calculus and matrix mathematics. For those who want to get the gist of it without getting tangled up in equations, here's a short summary.

Because a spline is really nothing more than the graphs of a set of contiguous (endpoint-adjacent) cubic equations, all you need to know to draw it are the parameters of each of the equations. Naturally, there will be one such equation for each segment of the spline.

Because you know that the endpoints of each segment will coincide with the endpoints of the adjacent ones, and you know that the slopes of both curves will be the same at the joining points, it is possible to derive the equations

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of the segment curves because, for any set of two points and two slopes, there is one and only one cubic curve segment that passes through the two points with the given slopes. Because each segment of the spline shares the same slope at its endpoints as its neighbors, you know that its first derivative (slope) will be the same at that point. Because the curves are the graphs of cubic polynomials, you know their second derivatives (change in slope) will be straight lines. Because (from the definition of the spline curve) the slope changes smoothly over the length of the curve, you know that the graph of the second derivatives of the spline equations will consist of a series of straight lines joined together at their endpoints.

### A Rigorous Explanation

Beginning in this section, the math will get quite involved. If you're not into heavy math, you might want to skip down to the sections on the actual algorithms or you might want to skim through the math sections. It's not necessary to have a full understanding of the math in order to make the spline program work properly, but it helps.

Starting with a set of data points (the knots) stated as ordered horizontal coordinates  $x[i]$  ( $i = 1, \dots, n$ ) and corresponding vertical coordinates  $y[i]$ , define the curve-to-be as the composite function:

$$y(x) = f[i](x) \text{ for } x[i] \leq x < x[i+1]; i = 1, \dots, n-2; \\ \text{and } x[n-1] \leq x \leq x[n]$$

where each function  $f[i](x)$  is a cubic polynomial of the form:

$$f[i](x) = ax^3 + bx^2 + cx + d$$

where  $a$ ,  $b$ ,  $c$ , and  $d$  are constants. In other words,  $y(x)$  is really a set of functions, each of which is defined over an interval between two adjacent knots at  $(x[i], y[i])$  and  $(x[i+1], y[i+1])$ .

Furthermore, let's define  $y'[i]$  and  $y''[i]$  as the first and second derivatives of  $y(x)$  at  $x = x[i]$ . Knowing that the set of functions  $f[i](x)$  must join at their endpoints (the knots of the spline) and also that their first and second derivatives are continuous at these points, you have the following continuity conditions:

$$\begin{aligned} f[i](x[i]) &= y[i] & i &= 1, \dots, n-1 \\ f[i-1](x[i]) &= y[i] & i &= 2, \dots, n \\ f'[i-1](x[i]) &= f'[i](x[i]) & i &= 2, \dots, n-1 \\ f''[i-1](x[i]) &= f''[i](x[i]) & i &= 2, \dots, n-1 \end{aligned}$$

Because each function  $f[i](x)$  is a cubic polynomial, it follows that its second derivative is a linear function (a straight line) between its endpoints. If you define:

$$h[i] = x[i+1] - x[i]$$

then linear interpolation gives you:

$$f'[i](x) = \frac{y''[i] * (x[i+1] - x) + y''[i+1] * (x - x[i])}{h[i]}$$

Integrating this equation twice and selecting the constants of integration such that the continuity conditions are satisfied, you can derive the interpolation equation shown in Table 1, page 26.

Remember this equation—you'll use it later to interpolate the curve defined by  $y(x)$  between the given knots. But first you need to calculate the unknown coefficients  $y''[i]$  for all  $i$  between 1 and  $n$ .

Differentiating and evaluating the interpolation equation for  $x[i]$  yields:

$$f'[i](x[i]) = \frac{y[i+1] - y[i]}{h[i]} - \frac{h[i]}{6} * (2 * y''[i] + y''[i+1])$$



$$f[i](x) = \frac{y[i] * (x[i+1] - x) + y[i+1] * (x - x[i])}{h[i]} -$$

$$\frac{h[i]^2}{6} * \left( y''[i] * \left( \frac{(x[i+1] - x)}{h[i]} - \right. \right.$$

$$\left. \left( \frac{x[i+1] - x}{h[i]} \right)^3 \right) + y''[i+1] * \left( \frac{(x - x[i])}{h[i]} - \right.$$

$$\left. \left( \frac{x - x[i]}{h[i]} \right)^3 \right)$$

for  $i = 1, \dots, n$

**Table 1:** Interpolation equation

and

$$f'[i-1](x[i]) = \frac{y[i] - y[i-1]}{h[i-1]} + \frac{h[i-1]}{6} * (y''[i-1] + 2 * y''[i])$$

Because the first derivatives of the functions at their endpoints are continuous, these two equations are equivalent. You can rearrange the terms of their right-hand sides to get:

$$h[i-1] * y''[i-1] + 2 * (h[i-1] + h[i]) * y''[i] + h[i] * y''[i+1]$$

$$= 6 * \left( \frac{y[i+1] - y[i]}{h[i]} - \frac{y[i] - y[i-1]}{h[i-1]} \right)$$

for  $i = 2, \dots, n-1$ .

Expressed in matrix form, the above equations show an

$$\begin{bmatrix} h[1] & c[2] & h[2] & 0 & 0 & 0 \\ 0 & h[2] & c[3] & h[3] & 0 & 0 \\ 0 & 0 & h[3] & c[4] & h[4] & 0 \\ 0 & 0 & 0 & h[4] & c[5] & h[5] \end{bmatrix} \begin{bmatrix} y''[1] \\ y''[2] \\ y''[3] \\ y''[4] \\ y''[5] \\ y''[6] \end{bmatrix} = \begin{bmatrix} d[2] \\ d[3] \\ d[4] \\ d[5] \end{bmatrix}$$

where

$$c[i] = 2 * (h[i-1] + h[i])$$

$$d[i] = 6 * \left( \frac{y[i+1] - y[i]}{h[i]} - \frac{y[i] - y[i-1]}{h[i-1]} \right)$$

**Table 2:**  $f'[i](x[i])$  and  $f'[i-1](x[i])$  expressed in matrix form for  $n=6$

$$\begin{bmatrix} c[2] & h[2] & 0 & \dots & 0 & 0 \\ h[2] & c[3] & h[3] & \dots & 0 & 0 \\ 0 & h[3] & c[4] & \dots & 0 & 0 \\ \dots & \dots & \dots & \dots & \dots & \dots \\ 0 & 0 & \dots & h[n-3] & c[n-2] & h[n-2] \\ 0 & 0 & \dots & 0 & h[n-2] & c[n-1] \end{bmatrix} \begin{bmatrix} y''[2] \\ y''[3] \\ y''[4] \\ \dots \\ y''[n-2] \\ y''[n-1] \end{bmatrix} = \begin{bmatrix} d[2] \\ d[3] \\ d[4] \\ \dots \\ d[n-2] \\ d[n-1] \end{bmatrix}$$

where

$$c[2] = (2 + j) * h[1] + 2 * h[2]$$

$$c[i] = 2 * (h[i-1] + h[i]) \text{ for } i = 3, \dots, n-2$$

$$c[n-1] = 2 * h[n-2] + (2 + k) * h[n-1]$$

$$d[i] = 6 * \left( \frac{y[i+1] - y[i]}{h[i]} - \frac{y[i] - y[i-1]}{h[i-1]} \right) \text{ for } i = 2, \dots, n-1$$

**Table 3:** Matrix form of nonperiodic spline function



interesting diagonal symmetry that you can take good advantage of later. Using  $n = 6$  as an example, they look like those shown in Table 2, page 26.

### A Variety of End Conditions

So far, you have  $n$  unknowns  $y''[i]$  but only  $n-2$  conditions as expressed by the above equations. Two more conditions are required to obtain a unique solution for your curve  $y(x)$ . Several variations are possible; I'll look at two of the more useful ones here.

The first is to specify that:

$$y''[1] = j * y''[2]$$

and

$$y''[n] = k * y''[n-1]$$

where  $j$  and  $k$  are arbitrary constants. With a bit of matrix manipulation, you get the equations shown in Table 3, page 26.

If the values of  $j$  and  $k$  are zero, you have  $y''[1] = y''[n] = 0$ . This is equivalent to a spline whose ends are not constrained beyond the end knots and is known as the "natural" cubic spline. A nonzero value for  $j$  or  $k$  is equivalent to bending an end of the draftsman's spline and will affect all of the interior cubic polynomial functions. The effect on the interior polynomials, however, rapidly decreases as you move away from the endpoints.

For some sets of knots, a nonzero value of  $j$  or  $k$  will result in a smoother interpolating curve at its corresponding end. A value of 0.5 is often appropriate. Be forewarned, however, that for some negative values the curve will be discontinuous. As it approaches these values, the end of the curve begins to oscillate, the peaks becoming larger and larger until they reach infinity at the exact values.

The above set of linear equations can be solved using Gaussian elimination. You must be careful, however. In

```
/* Reduce matrix to upper triangular form */
```

```
for i = 2 to i = n-2
```

```
begin
```

```
    c[i+1] = c[i+1] - h[i] * h[i]/c[i]
```

```
    d[i+1] = d[i+1] - d[i] * h[i]/c[i]
```

```
end
```

```
/* Solve using back substitution */
```

```
y''[n-1] = d[n-1]/c[n-1]
```

```
for i = n-2 to i = 2
```

```
begin
```

```
    y''[i] = (d[i] - h[i] * y''[i+1])/c[i]
```

```
end
```

```
y''[1] = j * y''[2] /* End conditions */
```

```
y''[n] = k * y''[n-1]
```

**Table 4:** Algorithm 1: Nonperiodic spline coefficient determination

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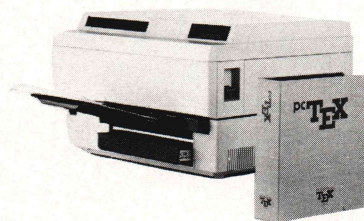
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its most general form, this method can require prodigious amounts of memory and millions of floating-point computations. Given 1,000 unknowns, Gaussian elimination needs storage for more than 1 million floating-point numbers and performs some 334 million multiplications and divisions! The loss of accuracy because of so many calculations can render the results meaningless.

Fortunately, the coefficient matrix described here is very sparse and symmetrical. The nonzero elements can be stored in a few linear arrays and the remainder ignored. By observing how Gaussian elimination solves the equations, you can modify the method to eliminate operations involving multiplication by and addition of zero. The result is Algorithm 1 (Table 4, page 27), which has very reasonable memory requirements and execution times—a cubic spline problem with 1,000 knots can be solved quickly on most personal computers, even those with less than 64K of memory!

In practice, array  $y''[ ]$  would be used initially to store the elements of array  $d[ ]$ . Then, as the elements of  $y''[ ]$  are solved during back substitution, they overlay the values of  $d[ ]$ . To implement this space-saving technique in Algorithm 1, change every instance of  $d[ ]$  to  $y''[ ]$ .

The second variation is more interesting and comes from the need to interpolate data extracted from periodic phenomena. If you plot any periodic data in polar coordinates, a smooth curve between them forms a closed curve, with the endpoints of the curve meeting. Plotting the same data in rectilinear coordinates with the horizontal coordinates expressed over 360 degrees, it's easy to see that you can model the curve with a cubic spline function.

Because the curve is periodic, the endpoint vertical coordinates are by definition equal. In other words,  $y[1] =$

$y[n]$ . You need to specify the end conditions such that the first and second derivatives of the curve are continuous with respect to each other at these points. Stated in mathematical terms,  $y'[1] = y'[n]$  and  $y''[1] = y''[n]$ .

The second derivatives are easy—they can be expressed directly in matrix form. To use the first derivatives of  $y(x)$  at the endpoints, you need an equation that relates them to  $y(x)$  and its second derivative. Going back to the derivations for  $f'[i](x[i])$  and  $f'[i-1](x[i])$  and evaluating them for  $x[1]$  and  $x[n]$  respectively, you have:

$$f'[1](x[1]) = \frac{y[2] - y[1]}{h[1]} - \frac{h[1]}{6} * (2 * y''[1] + y''[2])$$

and

$$f'[n-1](x[n]) = \frac{y[n] - y[n-1]}{h[n-1]} + \frac{h[n-1]}{6} * (y''[n-1] + 2 * y''[n])$$

But  $y'[1] = y'[n]$ , so:

$$6 * \left( \frac{y[2] - y[1]}{h[1]} - \frac{y[n] - y[n-1]}{h[n-1]} \right) = h[n-1] * (y''[n-1] + 2 * y''[n]) + h[1] * (2 * y''[1] + y''[2])$$

Again with some matrix manipulation, you get the equations shown in Table 5, below. These equations can be solved efficiently and quickly with another modified version of Gaussian elimination, as shown in Table 6, page 30.

Other end conditions are possible. You can, for example, specify the slope of the spline at its endpoints by specifying the first derivatives at  $y[1]$  and  $y[n]$ . You can

$$\begin{bmatrix} c[2] & h[2] & 0 & \dots & 0 & h[1] \\ h[2] & c[3] & h[3] & \dots & 0 & 0 \\ 0 & h[3] & c[4] & \dots & 0 & 0 \\ \dots & \dots & \dots & \dots & \dots & \dots \\ 0 & 0 & \dots & h[n-2] & c[n-1] & h[n-1] \\ h[1] & 0 & \dots & 0 & h[n-1] & c[n] \end{bmatrix} \begin{bmatrix} y''[2] \\ y''[3] \\ y''[4] \\ \dots \\ y''[n-1] \\ y''[n] \end{bmatrix} = \begin{bmatrix} d[2] \\ d[3] \\ d[4] \\ \dots \\ d[n-1] \\ d[n] \end{bmatrix}$$

where

$$c[i] = 2 * (h[i-1] + h[i]) \quad \text{for } i = 2, \dots, n-1$$

$$c[n] = 2 * (h[1] + h[n-1])$$

$$d[i] = 6 * \left( \frac{y[i+1] - y[i]}{h[i]} - \frac{y[i] - y[i-1]}{h[i-1]} \right) \quad \text{for } i = 2, \dots, n-1$$

$$d[n] = 6 * \left( \frac{y[2] - y[1]}{h[1]} - \frac{y[n] - y[n-1]}{h[n-1]} \right)$$

**Table 5:** Matrix form of periodic spline function



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also specify a linear combination of first and second derivatives at the endpoints. The two examples presented here, however, will generally prove the most useful for interpolative curve fitting.

Specifying the end conditions and solving the appropriate set of linear equations gives you the coefficients you need to solve your interpolation equation. (Note that this equation remains the same no matter what end conditions have been specified.) For any given value of  $x$  within the range of values spanned by the knots, you need only determine the two knots between which the value lies. This gives you the value of  $i$  to insert in the interpolation equation and with it the appropriate coefficients  $y''[i]$  and

```

/* Initialize array e[ ] as nth column of matrix M[ ][ ] */

e[2] = h[1]
for i = 3 to i = n-2
    begin
        e[i] = 0
    end
e[n-1] = h[n-1]
e[n] = c[n]

/* Initialize variable f as matrix element M[n][1] */

f = h[1]

/* Reduce matrix to upper triangular form */

for i = 2 to i = n-2
    begin
        c[i+1] = c[i+1] - h[i] * h[i]/c[i]
        d[i+1] = d[i+1] - d[i] * h[i]/c[i]
        e[i+1] = e[i+1] - e[i] * h[i]/c[i]
        d[n] = d[n] - d[i] * f/c[i]
        e[n] = e[n] - e[i] * f/c[i]
        f = -f * h[i]/c[i] /* Now matrix element M[n][i] */
    end
f = f + h[n-1] /* Now matrix element M[n][n-1] */
d[n] = d[n] - d[n-1] * f/c[n-1]
e[n] = e[n] - e[n-1] * f/c[n-1]

/* Solve using back substitution */

y''[n] = d[n]/e[n]
y''[n-1] = (d[n-1] - e[n-1] * y''[n])/c[n-1]
for i = n-2 to i = 2
    begin
        y''[i] = (d[i] - h[i] * y''[i+1] - e[i] * y''[n])/c[i]
    end

y''[1] = y''[n] /* End condition */

```

**Table 6:** Algorithm 2: Periodic spline coefficient determination

$y''[i+1]$  to use in solving for the corresponding  $y$  coordinate.

What about the related problem of fitting a smooth surface to data plotted in three dimensions? If the data is regularly spaced in two of those dimensions (say the  $x-y$  plane), you can calculate a family of curves in parallel  $x-z$  planes. Each curve is the intersection of the  $x-z$  plane with the surface. Then, for any perpendicular  $y-z$  plane, your knots are the intersection of the  $x-z$  plane curves with the  $y-z$  plane. From these, you can calculate the intersection of your surface with the  $y-z$  plane. With this method, you can determine any point on the surface uniquely.

### Final Words

I could have demonstrated the above algorithms using a small BASIC program; however, the Unix operating system offers a utility called spline that is much more comprehensive. Heeding once again Richard Stallman's call ("The GNU Manifesto," *DDJ*, March 1985) for placing Unix in the public domain ("FGREP," *DDJ*, September 1985, was my previous response), the accompanying "demonstration" program (SPLINE.C) is a full emulation of the Unix spline utility. (See Listing One, page 72.)

If you would rather not spend an evening or two entering and (inevitably) debugging SPLINE.C, you can purchase machine-readable versions for \$35 from byHeart Software, 620 Ballantree Rd., West Vancouver, BC V7S 1W3, Canada. Supported disk formats are CP/M 8-inch SSSD and MS-DOS (2.x) 5¼-inch DSDD. Included on the disk are the source code in C for SPLINE.C and FGREP.C, their executable programs, and the text from this article and "Parallel Pattern Matching and FGREP" (*DDJ*, September 1985).

Cubic splines are an elegant solution to the problem of fitting curves to a set of given points in an  $x-y$  plane. An understanding of the mathematics used to develop them is not essential. The simplicity and efficiency of the algorithms involved should encourage anyone interested in graphics or data analysis to add cubic splines to their software toolboxes.

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(Listing begins on page 72.)

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# A General First-Order Sorting Algorithm

by Robert A. McIvor

***This linear-time sort  
was once used on  
punched cards.***

**M**ost widely used sorting algorithms, such as the Shell sort and quicksort, require a sorting time approximately proportional to  $n \log_2 n$ , where  $n$  is the number of sort keys, whereas the bubble sort requires a time proportional to  $n^2$ . Often it is stated erroneously that it has been proved that no sorting algorithm can improve on an  $n \log_2 n$  time. The proof refers only to algorithms based on exchanges, however, as Knuth states clearly in volume 3 of his series *The Art of Computer Programming*.

There is a sort algorithm called the radix sort that is not based on exchanges. This sort has been known and used since long before the time of electronic computers and was generally used for sorting punched cards, but it does not seem to have been widely adapted for computer use. The time required to do such a sort is proportional to  $n$ .

In seeking a reason for the slighting of this algorithm, which I have used successfully on a variety of computers for about 20 years, I have come to the following conclusion. There must be an intuitive feeling on the part of programmers that, whereas sorts requiring time  $k_1 n$  will always be faster than those requiring  $k_2 n \log_2 n$  when the value of  $n$  is sufficiently great (where  $k_1$  and  $k_2$  are arbitrary constants), for practical values of  $n$  that fit into a computer's RAM,  $k_1$  is sufficiently greater than  $k_2$  to nullify the advantage. As I will demonstrate, this assumption is invalid in many cases.

Robert A. McIvor, 3100 Carling Ave., Apt. 920, Nepean, ON K2B 6J6, Canada

## **How the Radix Sort Works**

The basis of the radix sort algorithm is to divide the sort keys into two lists, with their placement in a list being dependent on whether the least significant bit is set or not. The two lists are then concatenated with the list in which the bit is not set placed first. This step is repeated for each bit in each sort key, working from the least significant end to the most significant end. When this procedure is complete, the file is sorted.

The chief disadvantage of this method when compared to exchange sorts is that the time required for completion has the same dependence on the number of bytes in the key as it does for the number of keys—that is, it takes the same time to sort 10,000 1-byte records and 1,000 10-byte records. Exchange sorts, on the other hand, are much less dependent on key length than on the number of keys because it is usually unnecessary to compare every byte in two keys to determine which is the greater.

Another possible disadvantage of the algorithm as presented here (a sort algorithm for linked lists) is the additional space overhead required. Each key must have an additional 2–4 bytes allotted for a pointer address. Although this is perhaps unreasonable for 1-byte sort keys, the

disadvantage becomes less and less significant with longer sort keys. Furthermore, if the data to be sorted is already in a linked list, no additional space is required. For sorts in which keys must be extracted from a record and manipulated to perform special sorts, such as sorting signed numbers, sorting in reverse order, or sorting in a special collation order, forming a linked list of the sort keys does not usually entail much additional effort.

## **The Test Programs**

Listing One, page 86, is the radix sort as coded for the Macintosh in Aztec C. The include files are needed to provide the definitions of *Random()* and *TickCount()* used in the timing routine. The routine *MaxApplZone()* provides space in the application heap for the sort keys. It must be called before anything else, and the *lmalloc* must be given a noncalculated number or the exit branch of insufficient space is taken. Also, the call seems to be required in the routine in which the allocation occurs. RAM disks and cache programs for the Macintosh may have adjusted the application heap, leaving no space for allocation. Allocation is necessary for record counts in the thousands because the space permitted for data declared in the program is limited. *KEYSIZ* (the size of the sort key) is declared at compile time to avoid editing for each change.

The sort program is passed the key size and the pointer to the first record. Two additional pointers (*first* and *last*) follow the two lists created at each pass, whose heads are given by the pointers *start* and *start2*. The pointer *temp* follows the combined list during each pass. Each bit from



Number of Records	Bytes in Key											
	1	2	3	4	5	6	7	8	9	10	11	12
1000	19	37	56	74	92	112	130	149	168	186	205	223
2000	37	74	111	148	185	223	260	297	335	372	409	443
3000	56	111	166	222	277	334	390	446	502	557	613	663
4000	74	148	221	295	369	446	520	594	670	743	818	885
5000	93	185	278	369	462	557	650	743	835	929	1022	1107
6000	112	222	333	443	554	669	780	892	1002	1115	1225	1328
7000	131	259	388	517	646	780	910	1040	1170	1301	1430	1549
8000	149	296	444	590	739	891	1040	1189	1336	1486	1634	1770
9000	167	333	500	665	831	1002	1170	1337	1504	1671	1838	1992
10000	186	370	554	739	923	1114	1300	1485	1672	1856	2042	2213

Times are in 60ths of a second.

**Table 1:** Execution times of radix sort on Macintosh

Number of Records	Bytes in Key											
	1	2	3	4	5	6	7	8	9	10	11	12
1000	104	129	146	162	176	203	205	229	254	250	240	290
2000	256	321	344	389	446	509	502	515	599	584	617	685
3000	388	537	562	623	717	783	822	848	933	1034	069	095
4000	570	775	857	966	1136	1245	1185	1255	1475	1464	1571	1685
5000	778	957	1149	1228	1516	1554	1549	1630	1909	1929	2112	2148
6000	930	1240	333	1462	1788	1902	1936	1942	2205	2410	2552	2762
7000	1044	1547	1645	1774	2034	2287	2471	2437	2771	3062	3170	3295
8000	1347	930	2111	2429	2806	2859	2975	3087	3616	3625	3855	4240
9000	1511	2069	2212	2483	3008	3257	3057	3270	3856	4111	4482	4563
10000	1736	2400	2639	2899	3544	3648	3845	4270	4668	4695	4688	5216

**Table 2:** Execution times of Shell sort on Macintosh

Key Count	Sort Key Length in Bytes									
	1	2	3	4	5	6	7	8	9	10
1000	26.7	30.3	33.2	34.6	37.2	39.8	42.5	46.0	47.5	48.1
	5.4	10.8	16.2	21.6	27.0	32.4	37.8	43.2	48.6	54.0
2000	60.7	68.2	81.2	85.4	94.4	101.0	105.0	118.0	118.0	118.2
	10.8	21.6	32.4	43.2	54.0	64.8	75.6	86.4	97.2	108.0
3000	92.1	132.0								198.0
	16.2	32.4								162.0
4000	138.0	188.0								
	21.6	43.2								
5000	188.0	267.0								
	27.0	54.0								
6000	239.0									
	32.4									
7000	264.0									
	37.8									
8000	328.0									
	43.2									
9000	406.0									
	48.6									
10000	438.0									
	54.0									
11000	459.0									
	59.4 (calculated)									
12000	535.0									
	64.8 (calculated)									

Top value is for shell. Bottom value is for radix.

**Table 3:** Comparative sort time in seconds for Shell sort and radix sort on Z80



## SORTING ALGORITHM

(continued from page 32)

least to most significant is isolated in turn, and the byte is added to the *first* and *last* lists depending on whether it is 0 or 1. When the end of the *temp* list is reached, the *last* list is terminated with a 0 pointer, and the last member of the *first* list is pointed to the head of the *last* list (*start2*). When all bits have been traversed, the pointer *start*, which points to the head of the sorted list, is returned. In addition, checks are made for empty lists, and the appropriate action is taken.

I compared the radix sort algorithm times with those obtained from the Shell sort algorithm given on page 116 of *The C Programming Language* by Kernighan and Ritchie. I've provided a listing of my version of the Shell sort for comparison (Listing Two, page 87). The initialization, of course, is different for the Macintosh.

### Some Test Results

In both the radix and the Shell sorts, a random function was used to pro-

vide data for sorting. The times for the radix sort, unlike those for the Shell sort, are data independent. Tables 1 and 2, page 33, show the sort times for the radix and Shell sorts on a 512K Macintosh.

I also programmed the algorithms in BDS C for a Z80 computer running at 2 MHz. In both cases the radix sort is superior for sort keys shorter than 12 bytes when the number of records exceeds 1,000. For 10,000 1-byte records, the radix sort is more than nine times faster. The crossover point for 12-byte keys occurs at approximately 500 records, and for keys of 7 bytes or less, the crossover is at 100 or fewer records. Table 3, page 33, shows the results for the Z80 system.

The execution time of the radix sort for the Z80 system can be expressed by the formula  $(5.4 \times 10^{-3})mn$  seconds, where *m* is the number of bytes in the sort key and *n* the number of keys to be sorted. The Macintosh execution time was  $(3.11 \times 10^{-4})mn$  seconds—more than 17 times faster. The ratio of times for the Shell sort was similar.

The radix sort algorithm was also coded in Z80 assembly language. The run times are approximately six times faster—the measured time for the radix sort was  $(9.1 \times 10^{-4})mn$  seconds at 2 MHz.

You might think that by masking two bits at a time and dividing the keys into four lists, an additional time savings of about 50 percent would be achieved. In fact, the saving is only about 17 percent because of the increased overhead in the inner loop.

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(Listings begin on page 86.)

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# Turbo Prolog: The Language

by Michael Swaine

**T**he story was too good to be true. I had to believe it.

A software developer of my acquaintance had designed an AI product and was searching for the best development environment for its implementation. Having worked with *PROLOG*, he knew he wanted to use it, if he could only find an implementation that met his needs. Borland, he heard, had acquired a fast *PROLOG* compiler—not an interpreter, but a compiler—and would be selling it for less than \$100. Even though price was not his biggest concern, he felt he owed it to prudence to check this out. He called Borland.

Because he had a product in the works, the developer's questions were specific and technical, just as, because Borland had not yet released the product and had not developed it in-house, the answers he got initially were vague and unsatisfying. Persevering, he finally penetrated deep within the company to one programmer who really knew the product, the in-house expert. Although the programmer was knowledgeable and forthright, some of his answers surprised the developer, who consequently posed even more probing questions about the features and capabilities of the implementation, eliciting even more—to the developer—surprising answers. Finally, the programmer blurted out, "Well, you know it's not *PROLOG*; it's Turbo Prolog."

Apocryphal, no doubt. One of the goals of this review will be to decide what poetic truth there may be in the story.

Michael Swaine, 501 Galveston Dr.,  
Redwood City, CA 94063.

***The cut operator is  
the feature PROLOG  
most needs to lose.***

## "Core" PROLOG

*PROLOG* is a declarative as opposed to an imperative language, meaning that a program consists of a set of statements of fact rather than of a list of instructions. The language itself has the ability to do some of what in other languages is the programmer's job because *PROLOG* embodies an inference engine based on the techniques of resolution and unification. Resolution as a language basis is known to be logically complete in the sense that it can generate any of the logical implications of the facts and rules in a knowledge base. The imperative mode, the flow of control, and the logical inference process in a *PROLOG* program are all handled on an application-independent basis by the interpreter—or, now that *PROLOG* compilers are coming into being, at any rate not by the programmer. In principle, the programmer simply throws statements at *PROLOG*, and *PROLOG* deduces what is deducible (prompted by questions, referred to in *PROLOG* as goals).

If the above description makes the programmer's job sound too simple, note that the statements can be contingencies on variables, such as these two statements:

```
grandfather(X,G) :-
```

```
father(P,G), mother(X,P).
grandfather(X,G) :-
father(P,G), father(X,P).
```

which state that the grandfather relationship holds between entities *X* and *G* if the father relationship holds between *P* and *G* and the mother relationship holds between *X* and *P*, or if the father relationship holds between *P* and *G* and the father relationship also holds between *X* and *P*. These rules, together with a database of facts such as the following about parents and their children:

```
mother(john,rita).
father(jacob,eli).
father(rita,luigi).
father(john,jacob).
```

permit automatic deduction of implications, as in the following dialogue:

```
you: grandfather(john,G)
program: G = eli
program: G = luigi
```

in which you ask for and receive the names of John's grandparents.

Despite the curious fact that the order of statements (for example, the order of the four statements about parenthood above) is often irrelevant to the successful execution of *PROLOG* programs, it is quite relevant to their efficient execution, and a *PROLOG* programmer has to expend some effort structuring programs for efficiency.

For a solid presentation of *PROLOG*, you should read *Programming in Prolog*, second edition, by W. F. Clocksin and C. F. Mellish. A good introduction for programmers is Dave Cortesi's "Tour of *PROLOG*" (*DDJ*, March 1985). Details of these and other sources are



listed at the end of this review.

What you won't find anywhere is the official definition of the language. Not only is there no such thing as standard PROLOG, but it's also not even clear that PROLOG is a language by everyone's definition. The closest thing we have to an official, broadly accepted definition is Clocksin and Mellish's "core" PROLOG. Clocksin and Mellish, though, are more descriptive than prescriptive regarding linguistic diversity and even seem to acknowledge that PROLOG may be less important as a language in itself than for the more powerful languages that will be developed in it or from it. PROLOG, they say in the preface to the second edition of their book, "is now seen as a potential basis for an important new generation of programming languages and systems."

PROLOG as it now stands has some deficiencies, and we have reason to look forward to that new generation of programming languages. For one thing, one of the few mechanisms for limiting explicitly the search space for solutions is the fairly awkward and implicit technique of ordering clauses and conjuncts. Another mechanism is the *cut* operator, which Clocksin and Mellish identify as the feature PROLOG most needs to lose.

Then there are the limitations of resolution, as discussed by Michael R. Genesereth and Matthew L. Ginsberg ("Logic Programming," *Communications of the ACM*, September 1985). A good logic programming system, they point out, needs to be able to "draw conclusions from uncertain data, reason analogically, and generalize its knowledge appropriately." That's not resolution, and it's not PROLOG.

What is PROLOG, officially? On page 111 of their book, Clocksin and Mellish erect a "core" PROLOG, built of the features most often found in existing implementations, on top of "pure" PROLOG; the built-in predicates many people regard as an integral part of the language proper are in fact part of the patchwork core, not the pure essence. The body of PROLOG explicitly put forth in Clocksin and Mellish is not a full language, and implementers have extended it as they saw fit. Finally, although Clocksin and Mellish have nevertheless cobbled together some sort of av-

erage implementation in their core PROLOG, a separate strand of development is represented by micro-PROLOG, a version with a radically different syntax, described in *micro-PROLOG: Programming in Logic* by K. L. Clark and F. G. McCabe.

Despite the limitations of resolution and the lack of definition of the PROLOG language, powerful and efficient implementations of PROLOG have been developed in Europe, Australia, Japan, and the United States. Several PC-based PROLOGs now exist (see the box below), one of the most interesting of which, at least in terms of claims being made about its speed, is Borland's Turbo Prolog. Judging by the discussions on *DDJ's CompuServe* forum, there is much difference of opinion about the product.

Because there is no clear standard against which to weigh Turbo Prolog, and because vendors of other personal-computer-based PROLOG implementations seem to have had something else in mind when they developed their products, it makes sense to look at Turbo Prolog in isolation; *DDJ* does, however, plan to follow up on this review with a comparative review of PROLOG implementations. This review focuses on Borland's Turbo Prolog from

several directions: as an implementation of PROLOG, using Clocksin and Mellish core PROLOG as a soft standard; as a language and software development environment in its own right; as a learning environment; and as a phenomenon in the world of software tools. On the way, it addresses some of the claims being made about Turbo Prolog.

### **Claim 1: Not Full PROLOG**

Turbo Prolog is not full PROLOG.

You hear this claim often, most often from PROLOG purists and Borland competitors. It's certainly true, even by a fairly flexible definition of the language, that Turbo Prolog lacks some of the requisite elements of a full PROLOG implementation. The left column of Table 1, page 38, shows the major features of core PROLOG that are missing in Turbo Prolog. Many syntactical differences are left out of the table; Turbo Prolog largely ignores core PROLOG I/O, substituting its own rich collection of I/O primitives, screen-handling functions, and graphics commands. The Borland syntax is eclectic.

Turbo Prolog does, however, provide the bulk of what makes up core PROLOG. (Henceforth I'll drop the word *core*, but keep in mind that I

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Scotts Valley, CA 95066  
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La Jolla, CA 92037  
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PROLOG-86  
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mean this soft standard when I refer to PROLOG.) Turbo Prolog is a declarative language built around a resolution-based inference engine. The implementation uses recursion and backtracking and supports the usual PROLOG flow-of-control tools of *cut* and *fail* and the explicit ordering of clauses and conjuncts to control program flow. Turbo Prolog also allows the programmer additional control via a compiler directive that checks for possible nondeterministic clauses. It supports, with some exceptions and extensions, Clocksin and Mellish syntax.

Perhaps the greatest shortcoming of Turbo Prolog as an implementation of PROLOG is the lack of what might be called "metalinguistic" functions and operators. Some of these supplied in PROLOG are *arg*, *functor*, *name*, *op*, *clause*, and *call* and the *univ* operator. In general, these functions allow the PROLOG program to examine itself, to operate on code as data, and to construct new clauses and goals undreamt of by the programmer.

Of these, some are less important than others; *op* allows extension of the operators of the language so that, for example, you could define `^` to be the exponentiation operator that Borland didn't supply. This function is a handy tool, allowing the programmer to define the arity and structure (for example, two-argument infix) for new operators. But as Clocksin and Mellish point out, this capability is ultimately nothing more than a device for prettying up I/O; it adds no additional computational power.

Also, to some extent the metalinguistic predicates and operators are interchangeable or can be defined in terms of one another. You don't absolutely need the *univ* operator if you have both *functor* and *arg*, and vice versa. But either the *univ* operator or the combination of *functor* and *arg* is needed to map data structures and clauses (code elements) into one another so that in PROLOG code is truly data.

As an example of the power of these metalinguistic constructs, consider the following metainterpreter for PROLOG, adapted from Henryk Jan Komorowski and Shigeo Omori's

article "A Model and an Implementation of a Logic Programming Environment," in the *Proceedings of the ACM SIGPLAN 85 Symposium on Language Issues in Programming Environments*. This code is also adapted from Clocksin and Mellish.

```
prove(true) :- !.
prove(P, <morePs>) :-
    prove(P), prove(<morePs>).
prove(P) :-
    clause(P, Body), prove(Body).
```

These clauses mean succeed when the argument is true; to prove a conjunction, prove the first clause, then prove the rest; and to prove one thing, find a clause in the database with that thing as its head and prove the body of the clause. This metainterpreter allows the programmer to redefine the action of the PROLOG interpreter, and it's the function clause, with its ability to examine code as data, that permits this.

This predicate *prove* is a simple version of the PROLOG *call*. The Turbo Prolog manual (p. 151) also defines an interpreter (called *call*) that uses Turbo Prolog's call-by-reference capability. The listing (unfortunately complicated by several typographical errors) suggests how you might build the missing metalinguistic elements.

Nevertheless, the claim that Turbo Prolog is not full PROLOG is justified, and that places limits on what you can do with it. Complex applications developed under existing PROLOG versions may require significant rethinking before they can be ported to Turbo. On the other hand, Turbo Prolog does provide something that other PROLOGs may not in its support of DOS calls and machine-language functions. This low-level support suggests that anything missing from the compiler can be supplied—if you're willing to write it yourself.

What may prove to be as great a hindrance to experienced PROLOG programmers using Turbo Prolog, though, are the features the language has that, from a purist's point of view, it shouldn't have. These features are also the greatest advantage Turbo Prolog might claim over more faithful implementations.

### Claim 2: New Language

Turbo Prolog is not PROLOG at all but

#### Features in "core" PROLOG and not in Turbo Prolog

"metalinguistic" features: `=..` (*univ*), *arg*, *call*, *clause*, *functor*, *gensym*, *name*, *op*.  
I/O: *get0*, *get*, *put*, *read*, *tab*, *display*, *tell*, *telling*, *told*, *user*, *see*, *seeing*, *seen*, *reconsult*.

#### Features in Turbo Prolog and not in "core" PROLOG

arithmetic: *bitand*, *bitnot*, *bitxor*, *bitor*, *bitleft*, *bitright*.  
I/O: *readln*, *readchar*, *readint*, *readreal*, *readterm*, *writedev*, *writf*, about a dozen file functions, and a wealth of screen handling functions.  
string handling and type conversion: about a dozen functions.  
system access: *bios*, *system*, *membyte*, *memword*, *portbyte*, *ptr\_dword*, *storage*, *date*, *time*.

**Table 1:** Major feature differences between "core" PROLOG and Turbo Prolog

```
goal
makewindow(1,7,7,"Source",0,0,20,35),
    write("Which file to copy?"),
    cursor(3,8),readln(X),
makewindow(2,7,7,"Destination",0,40,20,35),
    write("What name for the copy?"),
    cursor(3,8),readln(Y),
    concat(X," ",X1),concat(X1,Y,Z),
    concat("copy ",Z,W),
makewindow(3,7,7,"Process",14,15,8,50),
    write("Copying ",X," to ",Y),cursor(2,3),
    system(W).
```

**Table 2:** A Borland routine that gives users a window to DOS



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## TURBO PROLOG

(continued from page 38)

a new language.

"It's not PROLOG; it's Turbo Prolog."—apocryphal Borland programmer.

The right-hand column of Table 1 points out another way in which Borland's compiler deviates from PROLOG: by extending it and by being in some senses a richer language. Turbo Prolog allows access to memory, I/O ports, and BIOS routines via a *bios* predicate and to DOS via a predicate called *system*. Using the *system* predicate and the strong display facilities of Turbo Prolog, the programmer can easily give the user a window to DOS. The program shown in Table 2, page 38, is a Borland-supplied, window-oriented, file copy routine that shows the *system* predicate in action. As you see, it is virtually devoid of any PROLOG declarative flavor.

Because Turbo Prolog is compiled, certain features Clocksin and Mellish describe, such as *trace*, are imple-

mented in Turbo as compiler directives. Turbo Prolog also has some compiler directives expressly conceived to help assess efficiency of program structure in PROLOG, such as *check\_determ*, *check\_cmpio*, *nowarnings*, and *diagnostics*. These tools, which do such things as eliminating tail recursions and flagging possibly nondeterministic clauses, are needed in a language that provides as few explicit controls on program flow as does PROLOG. Turbo Prolog also maintains the programmer's variable names for postcompilation editing of source code.

You can, according to Borland (I haven't tested this), incorporate in your Turbo Prolog programs subroutines written in 8088 assembly language, FORTRAN, C, or Pascal (but not Turbo Pascal, yet). That alone won't make the routines PROLOG-like, of course. If you want to write components in some other language and have them perform PROLOG purposes, you may have to work a little: a single three-argument predicate

could conceivably require nine separate routines if implemented in assembly language because each permutation of instantiated and uninstantiated arguments could require different action.

Some of Turbo Prolog's deviations from PROLOG style—for example, Turbo Prolog's strict data typing—force rethinking of program logic. You could argue that strict data typing violates PROLOG design and limits usefulness and portability. Borland's manual defends the practice in terms of creating a more secure program development environment and reducing space requirements for the language.

There are other arguments for using some kind of data typing in PROLOG: Daniel Brand's article "On Typing in Prolog," in the January 1986 *ACM SIGPLAN Notices* presents arguments for at least one model of typed PROLOG. Brand claims his model has the advantages of improved program readability, reduced computation time because of fewer and shorter clauses and reduced search space, and reduced need for the *cut* operator. It requires an enhanced unification algorithm that checks data types before unifying clauses. This slows things down a little, but Brand thinks the cumulative effect is faster code. Turbo Prolog's approach is different but shares some of these advantages.

A related limitation of Turbo Prolog is the constraint that you can only assert facts, not rules, and this also restricts the product's usefulness.

Is Turbo Prolog truly PROLOG? If you need the full metalinguistic power of the core predicates that Clocksin and Mellish sketch out in Chapter 6 of their book, or if you will be porting a complex existing PROLOG system to the PC—no. Otherwise, consider this just a particularly deviant dialect among other deviations. The reason for Turbo Prolog's deviations from Clocksin and Mellish is clear: the programmers wanted to make it fast.

### Claim 3: Faster

Turbo Prolog is faster than the Japanese fifth-generation language systems.

This claim comes from the Turbo Prolog manual (p. 4): "Turbo Prolog runs on a computer costing about

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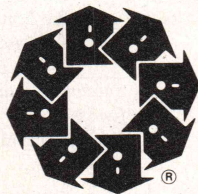
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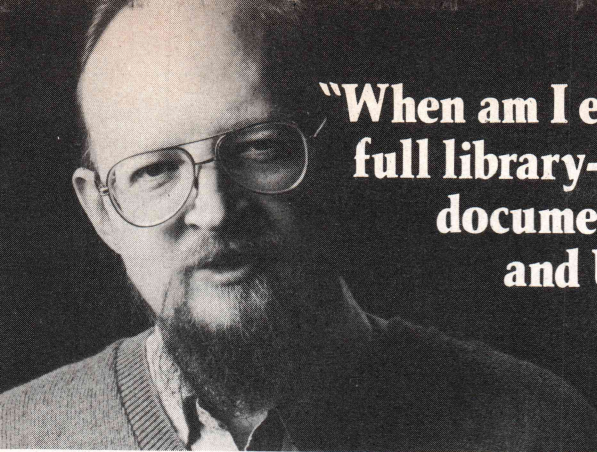
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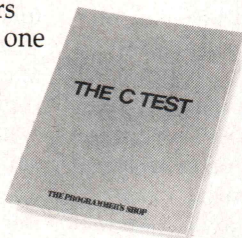
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\$2000, yet, in a comparison made in 1984 using an earlier version of the system, it produced programs that executed faster than those produced by the prototype of the Japanese Fifth Generation computer." And from the March 3 press release, Turbo Prolog "outperforms other existing PROLOG language tools by factors of up to 10,000."

The developers of the compiler that Borland is marketing in the United States as Turbo Prolog sacrificed power and portability for speed. How much speed did they buy?

The speed of AI languages is measured in *LIPS* (logical instructions per second). It's reasonable that a fifth-generation language should have a different unit for measuring performance from that used in evaluating third-generation languages. The first-through fifth-generation language classification is chiefly a matter of the power of a typical instruction. A fifth-generation logical instruction ought to do more than a third-generation instruction does—so the theory goes. Turbo Prolog has many instructions that PROLOG lacks, but these are all third-generation (or possibly, in the case of the graphics operations, fourth-generation) instructions.

To give a true picture of what *LIPS* measure as compared with non-logical *IPS* would require fairly detailed analysis of some large tasks, lifting out components that are and are not good candidates for backtracking and resolution. The picture would be complicated by subtle differences in the goals of the declarative and imperative modes of programming: How do you compare speed if you don't agree about what constitutes acceptable user input, for example?

What I'm doing here is much less than this; I'm providing the results of a typical benchmark for imperative programming with a rough bound on the number of logical instructions it requires in Turbo Prolog.

The results don't support Borland's extravagant claims. The benchmark I ran was a simple recursive version of the sieve of Eratosthenes. Generating all primes less than  $n$  should take on the order of  $n^2$  operations or less: for primes less than 100, that's on the or-

der of 10,000 *LIPS* as a rough bound. The Turbo Prolog result, 0.5 second for all primes less than 100, should be compared with results for your favorite imperative language and for other PROLOG implementations. (I got a value of 19 seconds for another, particularly slow, interpreted implementation of PROLOG.) Turbo Prolog was fast, but nowhere near 10,000 times as fast as the slowest competitor I could find. Furthermore, because the Symbolics PROLOG machine is projected to run at 100,000 *LIPS*, I don't think that any claim of speed for Turbo Prolog comparable to speed for serious fifth-generation machines need be taken seriously.

Finally, Turbo Prolog lacks virtual memory, a feature of some other microcomputer implementations. I suspect that the fast benchmark results Borland alludes to are based on accesses to databases in RAM.

Turbo Prolog requires an IBM PC or compatible with PC-DOS or MS-DOS 2.0 or later and 384K RAM. I tested it with an AT&T 6300 with 640K RAM. I also brought it up on a MacCharlie Plus with 640K RAM as a 128K Switcher application on a 512K Hyperdrive Mac.

Borland's speed claims are perhaps extravagant, but Turbo Prolog certainly produces fast code, particularly when databases are small enough to reside in RAM.

#### **Claim 4: Difficult**

PROLOG is difficult to understand, learn, and use, and Turbo Prolog is in this respect an implementation of PROLOG.

This one is common among experienced programmers. I support Morein's law, passed by Robert Morein, the author of A.D.A. PROLOG, a year or so ago, which states the following: If it's hard in FORTRAN, it's easy in PROLOG. If it's hard in PROLOG, it's easy in FORTRAN.

I think, but will not try to defend this opinion, that PROLOG is no harder than FORTRAN. I find Turbo Prolog to be an excellent learning environment, although it's arguable just what the learner is learning when learning Turbo Prolog.

Turbo Prolog has an excellent user interface, with multiple windows for editing, tracing, output, and messages and pull-down menus for accessing DOS, configuring the system,

and selecting the destination for compilation (RAM, disk). It's a compiler with the interactive feel of an interpreter. It has the same editor Borland puts in all its products—fine if you like WordStar, but more to the point, instantly familiar to millions of people. This is the user interface Borland will put into the next version of Turbo Pascal, projected for release in the second quarter of next year.

The manual is a decent tool for learning Turbo Prolog or the beginnings of PROLOG. To go beyond, a book on the language is necessary. The manual contains abundant examples of code, both short illustrative segments and full programs. After developing the difficult topic of the *cut* operator, the manual gives practical, rule-of-thumb advice for its use. The manual's chief defects as a learning tool are an inadequate index, excessive errors, and the lack of adequate acknowledgment of deviations from Clocksin and Mellish core PROLOG. For that matter, I could find no references to Clocksin and Mellish or any other book on PROLOG. Nevertheless, it's generally good tutorial documentation and, if cleaned up for the next printing, should be useful to most people interested in getting started with PROLOG.

I conducted an informal test of ease of learning, teaching a novice the rudiments of Pascal and of PROLOG using the Turbo Pascal and Turbo Prolog manuals as texts. Although I have taught Pascal professionally and know it much better than I do PROLOG, I saw no difference in ease of acquiring the concepts.

#### **Claim 5: Sorry Excuse for Code**

Turbo Prolog is a "sorry excuse for coding" from "a couple of Danish folks."

*PC Week* made this claim in the May 27, 1986, issue under its house pseudonym Spencer F. Katt.

It's true that Turbo Prolog is a Danish product, as is Turbo Pascal; nearly all Borland products are European. Borland is oddly secretive about the fact that it is primarily in the business of software acquisition and distribution; Borland's Independent Contractor Nondisclosure Agreement (which I have not signed) defines as trade secret "all information concerning the identity or whereabouts of key devel-



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## TURBO PROLOG (continued from page 42)

opers of Company products, past or current." Reflex may be the one Borland product widely known to have been acquired.

It's not true, however, that Turbo Prolog is poorly written. This is a good piece of coding. It produces surprisingly fast compiled code. The user interface is better than Turbo Pascal's current interface for rapid development of small routines. And the links to DOS and other languages and the tools for optimization make

this product more than a toy.

The applications for which Turbo Prolog is most appropriate may be applications that are on the border of artificial intelligence rather than in the mainstream. As the manual suggests, it could serve as a good specification language. The speed of the compiled code and the fifth-generation richness of the instructions may make it a good database development language, whereas the lack of meta-linguistic power may make it a poor candidate for abstract problem solving. In any case, it has the Turbo Pascal strengths for quick development and testing of small modules. The product has a place.

### Claim 6: Half-Million Sales

Borland will sell half a million copies of Turbo Prolog in the next two years.

That's what Philippe Kahn claims. Well, actually he says there may be that many people using the product—not the same thing, quite.

It's possible. Logic programming is in vogue, and Borland has built a reputation with Turbo Pascal that could transfer to Turbo Prolog. Novice Turbo Pascal users didn't care about its deviations from the standard, and novice Turbo Prolog users will be even less sensitive to the less-constraining soft standard for PROLOG. Of course, Turbo Prolog is not the only PROLOG, nor this time has Borland got the cheapest product. But if any PROLOG is as successful as Kahn hopes his will be, it will be good news for all PROLOG developers.

Some companies are beginning to look upon Borland as the company that opens markets for them. On May 20, less than three weeks after Turbo Prolog became available, Arity announced its trade-in plan. Buy Arity's \$795 PROLOG development system, and the firm will give you \$50 for page 213 of your Turbo Prolog manual as proof of purchase (that's the page that explains that there is no simple way of interfacing Turbo Prolog modules with Turbo Pascal programs). The program is due to expire about the time you read this, but it presents one view, the view Arity would like you to have, of Turbo Prolog's position: a beginner's language for those who want to play with PROLOG syntax before deciding whether

to move up to a serious development system. It's the view Logitech would like you to have of Turbo Pascal vis-à-vis Logitech's Modula-2, which is why it is selling a product that lets you translate your old Turbo Pascal programs to Modula-2.

There is undoubtedly some truth to this perception. It's quite possible that Turbo Prolog, with its inviting user interface, will open up a large market for PROLOG products.

Logic programming has been projected to be the dominant form of programming in the next century. The next century begins in 14 years and 4 months. That should be more than enough time to turn PROLOG into that "important new generation of programming languages and systems" Clocksin and Mellish envision, especially if Kahn's prediction of half a million new PROLOG programmers is even half right.

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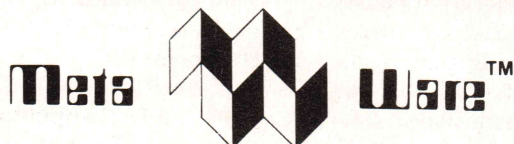
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# High-Speed Thrills

## A Review of Eight Turbo Boards for the IBM PC

by Mike Elkins  
and Steve King

***We used six applications programs and five benchmark programs to test the boards.***

**O**ver the past few years, most of us switched from our old Z80 computers using the CP/M-80 operating system to IBM PCs (or clones) using PC(MS)-DOS. Then we experienced the big disappointment of learning that the new machines weren't quite as fast as the old ones were. After all, most of us, even programmers, have the great American dream: "More speed, faster is better, drag you for pink slips at the next stoplight!" Finding that your new computer isn't as fast as your old one can damage your ego more than learning your brand new, expensive, foreign sports car isn't as fast as your old jalopy.

When IBM announced the PC/AT, we envisioned the enhanced productivity and throughput the original PC had seemed to promise but had not produced. After all, we can rationalize that the most time-consuming part of program development is the endless debug-recompile-test process. If we have faster machines, we can shorten the software development process and we can save money. The AT rekindled the American dream: lightning fast compiles; the pleasure of being power users. Most of us, though, have invested too much time and money expanding our old PCs and PC/XTs with memory expansion boards, hard disks, and anything else we could stuff into them to really justify junking our old PCs and XTs to buy new ATs.

Early 1985 produced rumors of high-speed computer chips and

boards that could speed up PCs to match the AT's performance—well, almost match the AT's performance. NEC V20 rumors promised to replace your old 8088, provide complete software compatibility, and give you an 85 percent increase in processing speed—still no match for the AT but not bad. In reality, the V20 provided what may be an 18 percent speed increase rather than the dreamed of 85 percent gain.

Last fall, we wandered through Comdex in Las Vegas and saw prototype accelerator boards that made PCs run not just as fast as ATs but even faster—the boards were software compatible with both machines. These boards are now becoming one of the most popular and desired PC and XT hardware enhancements. In this article, we'll review six of these so-called turbo boards and maybe rekindle your American dream.

### **The Benchmarks**

Most turbo boards utilize on-board high-speed memory with a 16-bit interface, a high clock rate, and a more efficient CPU to produce the desired

increase in throughput. The boards we tested for this article produced processing speeds ranging from one and a half times the speed of a standard PC to well beyond the speed of a standard AT—even beyond the speed of an AT with a higher clock speed.

Our test machine was an IBM PC containing:

- 256K RAM on the motherboard
- AST Six Pac with 384K RAM
- two floppies
- 10-megabyte internal drive
- 10-megabyte IOMEGA Bernoulli Box
- STB Graphics Plus and Color Monitor
- Mitsuba Expansion Unit

We used the following programs to test the turbo boards' PC compatibility: BASICA, Brief Programmer's Editor, dBASE III, Framework II, Microsoft C 3.0, and Microsoft Link. We've noted where any didn't function properly.

We used the following benchmark programs compiled with the Microsoft C 3.0 compiler:

- Compile/Link: Compile and link a 425-line C program with a RAM disk for the TMP work area.
- Sieve \* 10: Ten loops through the Eratosthenes Sieve prime-number program (Listing One, page 88).
- Sieve \* 100: 100 loops through the Sieve program.
- Dhrystone: The Dhrystone benchmark program (Listing Two, page 88).
- The Sysinfo utility included in Norton's Utilities, Version 3.1.

The public-domain utility TIMEIT, written by Jack Means, timed the first

Mike Elkins and Steve King, 720 Flora Dr., Oceanside, CA 92056



three benchmarks. Table 1, below, contains a summary of our results.

Reinhold P. Weicker originally developed the Dhrystone program using the Ada programming language. A careful C conversion preserves the Ada likeness at the expense of C format and at the same time demonstrates the versatility of C. The program does nothing useful but is a well-rounded benchmark program containing dynamic memory allocation and manipulation, along with some number crunching.

### The Boards

We'll now give a brief description of each of the boards we used in our benchmark tests and some brief comments on their performance. See the list of companies and addresses on page 49.

### QuadSprint

Quadram's QuadSprint contains an 8086 microprocessor running at 9.54 MHz. This board takes up one full-size slot and replaces the 8088 with a jumper-type ribbon cable. Because you remove the 8088 from the PC, you have to de-install the board in order to return to native mode. QuadSprint needs no software drivers or special programs for operation.

The QuadSprint board has 4K RAM, high-speed cache memory that is

software switchable with a small BASIC program, which is listed in the manual. The program uses an *OUT* command to send a value to the specified port (on or off). The board was software and hardware compatible with all our tests. QuadSprint uses the existing PC memory via the 8-bit PC system bus, which is probably why the speed increase was not as high as that of some of the other 8086 boards.

### PC Turbocharger

PC Turbocharger from Univation uses an 8086 microprocessor running at 10 MHz. The board takes up a full slot and replaces the 8088 with a ribbon cable. The company provides an 8087 noise suppressor to plug into the 8087 socket on the motherboard. You must replace two chips on the board if you have the PC Model 2 with a 256K motherboard. Failure to read the documentation prior to installation to ensure the proper chips are in place may scramble the data on your hard disk!

The PC Turbocharger board doesn't require that you reboot the system to change speeds, as is the case with some of the other boards.

Univation provides several utilities with the PC Turbocharger, including a RAM disk, spooler, and cache—all have user-definable sizes. The company also includes a memory tester

and a program that copies ROM to high-speed RAM for fast execution of programs that make BIOS calls, such as BASICA. Because this board contains its own memory, we neutralized the AST Six Pac memory by setting its memory jumpers to 0.

### SpeedPac 286

SpeedPac 286 from Victor Technology contains an 80286 microprocessor running at 7.2 MHz. The board takes up one half-size slot and replaces the 8088 with a jumper-type ribbon cable. You can't switch back to standard mode, and you must set jumpers to indicate available memory. Because the board has no memory, only PC memory is used. The board does, however, contain a high-speed 8K cache buffer and resident caching software. No software drivers or special programs are necessary. The SpeedPac 286 has a socket for an 80287 math coprocessor.

Victor Technology provides special instructions for installing dBASE III. Because you can't switch back to PC mode, many types of protected software may require that you remove the board temporarily when installing the software on your hard disk. This is a minor inconvenience in exchange for the added performance you receive for this board's low price. The board is compatible with IBM's

	Comp/Link index seconds	Sieve*10 index seconds	Sieve*100 index seconds	Dhrystone index loops/sec	Sysinfo index
IBM PC	1.00 231.95	1.00 12.30	1.00 107.60	1.00 333	1
IBM PC/AT	N/A	N/A	N/A	3.13 1041	5.60
PC Turbo 286	3.35 69.15	3.44 3.57	4.55 23.62	5 1666	8.40
PC Turbocharger	1.83 110.48	1.90 6.45	2.39 44.99	2.63 877	2.20
Pfaster 286	3.30 70.19	3.79 3.24	5.33 20.16	5.17 1724	8.40
QuadSprint	1.51 153.41	1.62 7.58	1.92 56.08	1.97 657	2
SpeedPac 286	2.08 111.45	2.37 5.17	3.43 31.36	3.41 1136	6.60
286 Speed Pack	N/A	2.28 5.39	3.28 32.80	3.84 1282	7

**Table 1:** Benchmark summary



## HIGH SPEED THRILLS (continued from page 47)

### Enhanced Graphics Adapter.

We found that the 8088 replacement cable was too short to reach over an existing board in the first slot. We had to insert the SpeedPac 286 board in the slot closest to the 8088 socket, which is not a disadvantage in the XT where the half slot is seldom used. This board performed very well considering that it was using existing 200-ns PC memory and an 8-bit interface. Victor Technology also offers a 60-day money-back guarantee. This is a real plus!

### 286 Speed Pack

Classic Technology Corp.'s 286 Speed Pack contains an 80286 microprocessor; its speed is not documented. The board takes up one full-size slot and replaces the 8088 with a jumper-type ribbon cable. You plug the PC's 8088 into a socket on the board and change back to standard mode with a switch on the back of the board. Then you must reboot. The socket is positioned

so that the 8088's label reads in the opposite way from the labels for the rest of the chips on the board; this could cause confusion, even though it is well documented.

You must set a jumper on the 286 Speed Pack board to indicate motherboard type: Model 1, 2, or XT. The board has a socket for an 80287 math coprocessor and has its own RAM, which may be expanded to 4 megabytes. This board is designed primarily for the XT and, if you have an internal hard disk, requires a 130-watt power supply. Because our test computer had only a 60-watt power supply and an internal hard disk, we couldn't run the PC with the hard disk installed. We also didn't run the compile/link benchmark. When installed in an XT, 286 Speed Pack uses the first 64K RAM on the motherboard to hold DOS; all other applications run in the high-speed memory located on the board itself.

The 286 Speed Pack board's benchmark times were inconsistent, as was the case with most of the boards; we used the "best case" values. Classic

Technology Corp. also provides network boards that allow multiple workstations to be attached to a PC/XT containing 286 Speed Pack. This setup gives you an XT file server with the power and speed of an AT server.

### Pfaster 286

Pfaster 286 from Phoenix Computer Products Corp. uses an 80286 microprocessor running at 8 MHz. The board takes up a full slot and is the easiest of all the boards to install. It uses no ribbon cables, and you leave the 8088 in place. Software and easily installed device drivers activate it. You switch to the standard PC mode with a program called PSLOW and back to the 80286 mode with PFAST. Our test board came with 2-megabyte RAM, but it is also available with only 1 megabyte. The board also contains an 80287 math coprocessor.

Pfaster 286 supports the Lotus/Intel/Microsoft (LIM) Extended Memory Specification (EMS) and comes with a RAM disk that utilizes the extra megabyte of memory for non-EMS use.

The Pfaster 286 board was the fastest in many of the tests, but the screen I/O seemed jumpy and especially slow with programs such as Framework II that write directly to the video memory. The Norton Sysinfo results were inconsistent, ranging from 6.1 to 8.4 in the PFAST mode.

In the PFAST mode, Pfaster 286 uses motherboard memory for caching, allowing the compile/link benchmark to outperform an 8-MHz IBM PC/AT containing a high-speed hard disk. The compile time was much better (51.74 seconds) when a 1-megabyte RAM disk was used to hold all the necessary files. CHKDSK revealed that 704K RAM was available after the 1-megabyte RAM disk was defined and the 8088 memory was set aside for caching.

We couldn't convince the Brief editor to run in the high-speed mode—the cursor disappeared and characters were lost or duplicated. We recommend this board, which seems well implemented and versatile despite the I/O problem, but it's expensive.

### PC Turbo 286

Orchid Technology's PC Turbo 286 uses an 80286 microprocessor run-

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ning at 8 MHz with no wait states. The board takes up a full slot but requires no extra cables or chip removal. You activate this board with software device drivers that are easy to install and customize. The installation software carefully changes your existing AUTOEXEC.BAT file and doesn't disturb any commands, paths, or prompt commands. We found the software installation procedures to be very professional; they prompted for parameters and always explained the available options. The test board came with 1-megabyte RAM, but it is available with an additional 1 megabyte on a daughter-board. It fully supports the LIM EMS.

PC Turbo 286's benchmark times were very consistent, and all test software performed quite well. Screen I/O was extremely fast, and there were no noticeable differences when we used the Turbo mode. An installation option allows an increased screen I/O speed for nonflicker graphics boards—for example, our test PC's STB board. With the software installed for the flicker option, we

found the resulting screen I/O was a little slower and somewhat jumpy, but PC Turbo 286 performed much better than did Pfaster 286.

Fixed-disk caching (floppies, too, with a command-line option) takes advantage of the memory on the motherboard while the board is operating in the Turbo mode. RAM disks and spoolers in the standard PC memory are also accessible in the Turbo mode.

PC Turbo 286 supports the 80287 math coprocessor, but our evaluation unit didn't have one. The board performed flawlessly with all hardware in the test machine.

Orchid Technology's unit can also run in the PC/AT as a true dual processor. Two PC Turbo boards in a PC or XT can provide the same effect. The software to provide access to the other boards was in development and not available (but was documented) for our tests, however.

Orchid Technology's documentation is complete and helpful, which is surprising because we had a beta version of the board. The documentation

covers jumper settings to change I/O addresses and interrupt request lines to minimize chances of unresolved hardware conflicts.

### **Try It, You'll Like It**

Using these boards, we found microprocessor speed increases from two to more than eight times the speed of the 8088 in a stock PC but at best about a five times' increase in actual throughput. Standard I/O devices provide the primary bottleneck. Because of software enhancements, such as cache and RAM-disk programs that come with most of the boards, you can achieve the actual throughput of an IBM PC/AT and greatly surpass the standard PC. We see these turbo boards as serious alternatives to an AT because they provide the desired performance increase and save money—it's much cheaper to upgrade your old PC or XT with one of these boards than to buy an AT, even one of the new, cheap AT clones.

We tested two categories of boards—Intel 8086-based (or NEC V30 compatible) and Intel 80286-based. The first group benchmarked very closely, and choosing a winner was difficult.

All the installed 80286 boards performed consistently faster than a stock IBM PC/AT. For raw performance and overall throughput and compatibility, Orchid Technology's PC Turbo 286 was a clear winner, far surpassing the standard IBM PC/AT's performance. It has lightning-fast screen I/O and a reasonable price for an AT alternative, and it fully supports EMS. If price is the primary consideration, look at Victor Technology's SpeedPac 286. It can attain the speed of the AT without expensive memory replacement—its performance with public-domain cache and RAM-disk software, this board could provide the throughput you're looking for.

DDJ

**(Listings begin on page 88.)**

Vote for your favorite feature/article.  
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#### **PC Turbo 286**

Orchid Technology  
47790 Westinghouse Dr.  
Fremont, CA 94539  
(415) 490-8586  
Price: \$1,195 (1 megabyte)  
\$1,480 (2 megabytes)  
Reader Service Number 45

#### **PC Turbocharger**

Univation Inc.  
1037 N. Fair Oaks Ave.  
Sunnyvale, CA 94089  
(408) 745-0180  
Price: \$595 (128K)  
\$795 (640K)  
Reader Service Number 46

#### **Pfaster 286**

Phoenix Computer Products Corp.  
320 Norwood Park South  
Norwood, MA 02062  
(617) 762-5030  
Price: \$1,495 (1 megabyte)  
\$1,895 (2-megabyte unit  
evaluated)  
\$2,395 (2 megabytes w/ViaNet  
LAN software)  
Reader Service Number 47

#### **QuadSprint**

Quadram  
4355 International Blvd.  
Norcross, GA 30093  
(404) 923-6666  
Price: \$645  
Reader Service Number 48

#### **SpeedPac 286**

Victor Technology  
980 El Pueblo Rd.  
Scotts Valley, CA 95066  
(408) 438-6680  
Price: \$595  
Reader Service Number 49

#### **286 Speed Pack**

Classic Technology Corp.  
2090 Concourse Dr.  
San Jose, CA 95131  
(408) 434-9333  
Price: \$995  
Reader Service Number 50



# FORTH AT SEA

## Listing One (continued from July)

NOT3	FDB HERE-6 LDX SP LDA SP0,X COMA STA SP0,X INCX LDA SP0,X COMA STA SP0,X JMP NEXT	Link to HERE			
*	FCB 2 FCC '1+' FD . NOT3-6 LDX SP INCX LDA SP0,X ADD #1 STA SP0,X LDX SP LDA SP0,X ADC #0 STA SP0,X JMP NEXT	1+ Link to NOT point to low byte now the high byte			
ONEP					
*	FCB 3 FCC 'HLD' FDB ONEP-6 LDA #HLD	HLD link to 1+ (fall through to DOUSE)			
HLD3					
*	DOUSE ADD #USER LDX SP DECX STA SP0,X CLRA DECX STA SP0,X STX SP JMP NEXT	Does the common part of the execution of a user variable			
*	FCB 5 FCC 'STA' FDB HLD3-6 LDA #STATE BRA DOUSE	STATE link to HLD			
STA5					
*	FCB 7 FCC 'CON' FDB STA5-6 LDA #CONTEXT BRA DOUSE	CONTEXT link to STATE			
CON7					
*	FCB 7 FCC 'CUR' FDB CON7-6 LDA #CURRENT BRA DOUSE	CURRENT link to CONTEXT			
CUR7					
*	FCB 5 FCC 'FOR' FDB CUR7-6 LDA #FORTH BRA DOUSE	FORTH link to CURRENT			
FOR5					
*	FCB 1 FCC '!' FDB FOR5-6 LDX SP LDA SP0,X INCX STA LOAD+1 LDA SP0,X INCX STA LOAD+2 LDA SP0,X INCX STX SP CLRX JSR LOAD LDX SP LDA SP0,X INCX STX SP LDX #1 JSR LOAD JMP NEXT	! link to FORTH move addr to Load now move data to addr high byte first now the low byte			
STO					
*	FCB 2 FCC 'C!' FDB STO-6 LDX SP LDA SP0,X INCX STA LOAD+1	C! link to ! move addr to Load			
CSTO					
	LDA SP0,X INCX STA LOAD+2 INCX LDA SP0,X INCX STX SP CLRX JSR LOAD LDX SP LDA SP0,X INCX STX SP LDX #1 JSR LOAD JMP NEXT			drop high data byte and move low byte	
*	FCB 1 FCC 'C' FDB CSTO-6 LDA DP STA LOAD+1 LDA DP+1 STA LOAD+2 LDX SP LDA SP0,X INCX STX SP CLRX JSR LOAD LDX SP LDA SP0,X INCX STX SP LDX #1 JSR LOAD LDX SP LDA SP0,X INCX STX SP LDX #1 JSR LOAD JMP NEXT	link to C! move DP to Load move data to DP high byte low byte bump DP			
COMA					
*	FCB 2 FCC 'C,' FDB COMA-6 LDA DP STA LOAD+1 LDA DP+1 STA LOAD+2 LDX SP INCX LDA SP0,X INCX STX SP CLRX JSR LOAD LDA #1 BRA INCDP	C, move data to DP drop high byte get low byte bump DP by 1			
CCOMA					
*	FCB 3 FCC 'DUP' FDB CCOMA-6 LDX SP LDA SP0,X DECX DECX STA SP0,X LDX SP INCX LDA SP0,X DECX DECX STA SP0,X DECX STX SP JMP NEXT	DUP link to C, get high byte and bump SP to point to new location then store it get low byte bump SP for it too and store it update SP			
DUP3					
*	FCB 2 FCC '!' FDB DUP3-6 LDX SP LDA SP0,X INCX STA LOAD+1 STA GET+1 LDA SP0,X INCX STA LOAD+2 STA GET+2 STX SP LDX #1 JSR GET LDX SP INCX ADD SP0,X LDX #1 JSR LOAD	! link to DUP move Addr to Load and Get get low byte of addr data get low byte of number and save it back			
PLSTO					

(continued on page 52)



# WIZARD C

The new **Wizard C version 3.0** sets new records for all out speed! It leaves other C compilers in the dust! When your project depends on that last ounce of speed, choose Wizard.



The following SIEVE benchmark was run without register variable declarations on an IBM/PC with 640K memory and an 8087.

	Exec Time	Code Size	EXE Size
<b>Wizard C 3.0</b>	<b>: 6.8</b>	<b>130</b>	<b>7,766</b>
Microsoft	:11.5	186	7,018
Lattice	:11.8	164	20,068

**Fast executable code**, with multiple levels of optimization.

**Six memory Models**, supporting up to 1 megabyte of code and data, plus mixed model programming.

**Effective error diagnosis**, including multiple source file cross-checking of function calls.

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*PC Tech Journal*

January, 1986

"We found that the support team at Wizard offered by far the best technical assistance....Wizard's got the highest marks for support."

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*Dr. Dobb's Journal*

August, 1985

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*Computer Language*

February, 1985

For debugging, the compiler emits full Intel debugging information including local symbol and type information.

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Wizard C	\$450.00
ROM Development Package	\$350.00
Combined	\$750.00
Automatic Upgrade Program (annual fee)	\$100.00
Make	\$150.00
Math 87 Library	\$ 50.00



# WIZARD

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Circle no. 116 on reader service card.



# FORTH AT SEA

## Listing One (listing continued)

```

CLR X          The same for the high byte
JSR GET
LDX SP
ADC SP0,X
CLR X
JSR LOAD
INC SP          update SP
INC SP
JMP NEXT

*
FCB 6          LATEST
FCC 'LAT'
FDB PLSTO-6    link to +!
LAT6 JMP DOCOL
FDB CUR7
FDB FTCH
FDB FTCH
FDB EXIT

*
FCB 5          ALLOT
FCC 'ALL'
FDB LAT6-6     link to LATEST
ALL5 JMP DOCOL
FDB DP2
FDB PLSTO
FDB EXIT

*
FCB 3          LIT
FCC 'LIT'
FDB ALL5-6
LIT3 LDA IP      move IP to Get
STA GET+1
LDA IP+1
STA GET+2
LDX #1         move low byte to stack
JSR GET
LDX SP
DECC
STA SP0,X
STX SP
CLR X          and then the high byte
JSR GET
LDX SP
DECC
STA SP0,X
STX SP
LDA #2         now bump IP
ADD IP+1
STA IP+1
CLRA
ADC IP
STA IP
JMP NEXT

*
QIMM LDX SP      Tests for IMMEDIATE
INCC          using count byte
LDA SP0,X     from <FIND>
TSTA
BMI QID
CLRA
BRA QSKIP
QID LDA #SFF
QSKIP STA SP0,X
DECC
STA SP0,X
JMP NEXT

*
MESS FCB 67
FCC 'RAFOS '
FCC 'FORTH '
FCC 'V1.0'

*
FCB CR
FCB LF
FCC 'A TEAM ROSSBY PRODUCTION'

*
FCB CR
FCB LF
FCC ' (C) EVERETT CARTER 1986'

*
LOK FCB 3
OK FCC ' OK'      The FORTH prompt

*
DEFAULT OUTER INTERPRETER

*
OUTER FDB COUS
FDB TYPE
FDB INLINE
FDB DFND
FDB ZBRAN
FDB $001E

```

```

FDB QIMM
FDB NOT3
FDB ZBRAN
FDB $0010
FDB STA5
FDB FTCH
FDB ZBRAN
FDB $0008
FDB COMA
FDB BRAN
FDB $FFE6
FDB EXE7
FDB BRAN
FDB $FFE0
FDB HERE
FDB NUM8
FDB ZBRAN
FDB $0014
FDB STA5
FDB FTCH
FDB ZBRAN
FDB $FFD0
FDB COMP
FDB LIT3
FDB COMA
FDB BRAN
FDB $FFC6
FDB QUES
FDB BRAN
FDB $FFBA

```

```

*
* POWER ON RESET ROUTINE
*
FCB 4          COLD
FCC 'COL'
FDB LIT3-6     link to LIT

*
COLD BSET3 $05
BSET3 PUT
LDX #S3F       Move the default RAM data
SDAT LDA ROM,X
STA 0,X
DECC
CPX #S20
BNE SDAT
LDX #S80
SREPT LDA ROM,X
STA 0,X
INCC
BNE SREPT
CLR X
SREP2 LDA ROM+$100,X (moving 200 HEX bytes)
STA $100,X
DECC
BNE SREP2

*
* Calculate the HIGH and LOW BYTES of OUTER
*
HO EQU OUTER/$100*$100
LO EQU OUTER-HO
HO1 EQU OUTER/$100

*
LDA #LO
STA START+1    Load the default
LDA #HO1       Outer Interpreter
STA START      into START

*
* Calculate the HIGH and LOW BYTES of Latest entry
*
HCR EQU LATEST/$100*$100
LCR EQU LATEST-HCR
H1CR EQU LATEST/$100

*
LDA #H1CR      Initialize FORTH
STA USER+FORTH
LDA #LCR
STA USER+FORTH+1

*
* Calculate the HIGH and LOW BYTES of MESS
*
H EQU MESS/$100*$100
L EQU MESS-H
H1 EQU MESS/$100

*
CLR X
LDA #L         Push start up message
DECC
STA SP0,X
LDA #H1
DECC
STA SP0,X
STX SP        Initialize Stack Pointer

```

(continued on page 54)



# A MEGABYTE FOR DOS!

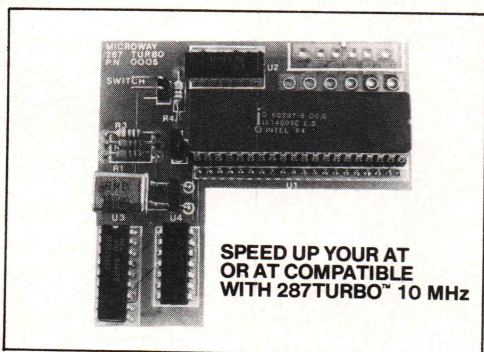
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## 8087 UPGRADES

All MicroWay 8087s include a one year warranty, complete MicroWay Test Program and accurate installation instructions.

**8087 5 MHz** ..... **\$109**  
For the IBM PC, XT and compatibles.

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For the IBM PC AT and 286 compatibles.

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# FORTH AT SEA

## Listing One (listing continued)

WARM	LDA #580	Initialize input terminators
	STA TIB+\$7E	
	STA TIB+\$7F	
	CLR USER+STATE	Put system in EXECUTION state
	CLR USER+STATE+1	
	CLR RP	Initialize Return Stack pointer
	JSR CRLF	
	LDA START	Load the IP
	STA IP	
	LDA START+1	
	STA IP+1	
	JMP NEXT	GO...

```

*
FCB 4
FCC 'SWA'
FDB COLD-6
LDX SP
LDA SP0,X
INCX
STA PH
LDA SP0,X
INCX
STA PL
LDA SP0,X
INCX
STA QH
LDA SP0,X
STA QL
LDA PL
STA SP0,X
LDA PH
DECX
STA SP0,X
LDA QL
DECX
STA SP0,X
LDA QH
DECX
STA SP0,X
JMP NEXT

```

```

*      FCB 3                      SP!
      FCC 'SP!'
      FDB SWAP-6                  link to SWAP
SPSTO CLR SP
      JMP NEXT

```

SERIAL I/O ROUTINES

GETCHAR/GETC --- GET A CHARACTER FROM THE TERMINAL

A GETS THE CHARACTER TYPED, X IS UNCHANGED

```

GETC      STX  XTEMP
GETCHAR   EQU  GETC
          LDA  #8
          STA  COUNT

GETC4     CLI
          SEI
          BRSET2 PUT,GETC4
          LDA  PUT
          AND  #111
          TAX
          LDX  DELAYS,X          load Baud delay

GETC3     LDA  #4

GETC2     DECA
          BNE  GETC2
          TSTA
          DECX
          BNE  GETC3
          BRSET2 PUT,GETC4
          TST ,X
          TST ,X

GETC7     BSR  DELAY
          BRCLR2 PUT,GETC6

GETC6     TST ,X
          ROR  CHAR
          DEC  COUNT
          BNE  GETC7
          CLI
          BSR  DELAY
          LDA  CHAR
          AND  #$7F             Mask the eighth bit.
          LDX  XTEMP
          RTS

```

OUTCHAR/PUTC --- PRINT A ON THE TERMINAL

X AND A UNCHANGED

```

PUTC          STA CHAR
OUTCHAR      EQU PUTC
              STA ATEMP
              STX XTEMP
              LDA #9
              STA COUNT
              CLRX
              CLC
              SEI
              BRA PUTC2
PUTC5         ROR CHAR
PUTC2        BCC PUTC3
              BSET3 PUT
              BRA PUTC4
PUTC3        BCLR3 PUT
              BRA PUTC4
PUTC4        JSR DELAY,X
              DEC COUNT
              BNE PUTC5
              BSET2 PUT
              BSET3 PUT
              CLI
              BSR DELAY
              LDX XTEMP
              LDA ATEMP
              RTS

```

```

WAIT --- PRECISE DELAY
A AND X ARE ZERO AT EXIT.

```

```

WAIT          LDA    #1
DELAY         EQU    WAIT
              AND    #!11
              TAX
              LDX    DELAYS,X
              LDA    #$F9
DEL3          ADD    #$08
DEL2          DECA
              BNE    DEL2
              TSTX
              BSET1  PUT
              DECX
              BNE    DEL3
              LDA    #0
              RTS

```

DELAYS	FCB	\$20	300	BAUD
	FCB	\$08	1200	BAUD
	FCB	\$01	9600	BAUD

```
CRLF      LDA #CR
           JSR OUTCHAR
           LDA #LF
           JSR OUTCHAR
           RTS
```

```
FCB 2                                CR  
FCC 'CR '  
FDB SPSTO-6                         link to SP!  
CR2 BSR CRLF  
    JMP NEXT
```

```

      FCB 6
      FCC 'CRE'
      FDB CR2-6
CRE6  JMP DOCOL
      FDB BL2
      FDB WORD
      FDB LIT3
      FDB #04
      FDB ALL5
      FDB LAT6
      FDB COMA
      FDB CUR7
      FDB FTCH
      FDB STO
      FDB EXIT

```

## INTERRUPT VECTORS

ORG      MEMSIZ-10      START OF VECTORS

```
FDB WTIME          TIMER IRQ VECTOR FROM WAIT STATE
FDB WTIME+3        ALTERNATE TIMER VECTOR
FDB WTIME+6        IRQ VECTOR.
FDB WARM           SWI TO FORTH INITIALIZATION POINT
FDB COLD           POWER ON VECTOR
```

END

## End Listing



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Software drivers available for CP/M 80, MS-DOS, ZDOS, TurboDOS, and VALDOCS 2.



# LETTERS

## Listing One (Text begins on page 10.)

```

Program Squareroot;
{
  Squareroot algorithm & testprogram; DDJ March 1986, p.122

  Features: - sqrt routine in 68000 machine language;
            - long integer loopcount;
}

const
  { Iteration count for test loop }
  NNR = 6E4; { real, for printing of statistics }
  NNS = '60000'; { string, for assignment to long integer }

type
  long = record
    low,high : integer;
  end;

var
  finished : boolean; { flag for loop }
  number, limit : long; { loop count, loop limit }
  sqrrt,
  sqrrto,
  t1,t2 : integer; { parameters for system time }
  time1, time2 : real; { start, end time }

{ --- ROUTINES FOR LONG (32-BIT) INTEGER SUPPORT --- }

procedure lg_clr(var l:long); external;
{ Clears long integer l }

procedure lg_asn_DU(s:string; var l:long); external;
{ Assigns the unsigned decimal string s to the long integer l }

procedure lg_incl(var l:long); external;
{ Increments long integer l by 1 }

procedure lg_grt(a,b:long; var flag:boolean); external;
{ Compares long integers a and b and assign result to flag }

{ --- SQUAREROOT ROUTINE --- }

procedure sqrt(number:long; var result:integer); external;
{ Calculates square root of 'number' and returns it in 'result' }

begin { main }

  sqrrto := 100;

  lg_clr(number); { number := 0 }
  lg_asn_DU(NNS,limit); { limit := NNS }
  finished := false;

  write('Start...');
  time(t1,t2); time1 := t2; { get start time }

  while not finished do { calculate sqrt(number) }
  begin
    sqrt(number,sqrrt);
    if sqrrt <> sqrrto
    then begin
      write('Number = ',number.high:6,' | ',number.low:6);
      writeln(' --- Sqrt = ',sqrrt:4);
      sqrrto := sqrrt;
    end;
    lg_incl(number); { number := number + 1 }
    lg_grt(number,limit,finished); { finished := (number > limit) }
  end;

  time(t1,t2); time2 := t2; { get end time }

  writeln('finished '); writeln;
  writeln('Time: ',(time2-time1)/60,' seconds')

end.

```

**End Listing One**

## Listing Two

```

1 *
2 * Squareroot algorithm; DDJ March 1986, p.122
3 *
4 * 68000 assembly language version
5 *
6 * Features: - equivalent to compiler-generated code;
7 *
8 *
9 * procedure sqrt(number:long; var result:integer);
10 *
11 * Calculates integer square root of 'number' and returns it in 'result';
12 *
13 *
14 * Register usage:
15 * -----
16 *
17 * D0 : word register          A0 : parameter stack pointer
18 * D1 : number                A1 : scratch register
19 * D2 : guess1
20 * D3 : guess2
21 * D4 : error
22 *
23 * proc      sqrt,2           ;2 words of parameters
24 *
25 * Get parameters from stack
26 *
27 * move.l    (sp)+,a0          ;get return address
28 * move.w    2(sp),a1          ;get ^number
29 * move.l    (a1),d1           ;get number
30 *
31 * bra Q15 ;--- for timing only
32 *
33 * beq      Q8                 ;if number=0, skip
34 *
35 * Set initial values
36 *
37 * Q7 moveq   #1,d2             ;guess1 := 1
38 * move.l    d1,d3             ;guess2 := number
39 *
40 * Do shifts until guess1 ~ guess2

```

```

41 *
42 Q9 move.l    d2,d0             ;guess1 to work register
43 asl.l      #1,d0             ;guess1 * 2
44 cmp.l      d3,d0             ;compare with guess2
45 bge        Q11               ;branch if guess1 * 2 >= guess2
46 asl.l      #1,d2             ;guess1 := guess1 * 2
47 asr.l      #1,d3             ;guess2 := guess2 / 2
48 bra        Q9
49 *
50 * Now do divisions
51 *
52 Q11 add.l    d3,d2             ;guess := guess1 + guess2
53 Q13 asr.l    #1,d2             ;guess1 := (guess1+guess2)/2
54 move.l     d1,d0             ;number to work register
55 divs       d2,d0             ;number / guess1
56 move.w     d0,d3             ;guess2 := number/guess1
57 ext.l      d3               ;extend to 32 bits
58 move.l     d2,d0             ;guess1 to work register
59 sub.l      d3,d0             ;guess1-guess2
60 move.l     d0,d4             ;error := guess1-guess2
61 ble        Q14               ;if error <= 0
62 bra        Q13               ;loop back if error > 0
63 Q14 move.l    d2,d0             ;result := guess1
64 bra        Q15
65 Q8 moveq     #0,d0             ;result := 0
66 *
67 * Set result & return to caller
68 *
69 *
70 Q15 movea.w  (sp)+,a1          ;get ^result
71 move.w     d0,(a1)           ;store result
72 *
73 * addq.l     #2,sp             ;drop ^number
74 jmp        (a0)              ;return to caller
75 *
76 .nolist

```

**End Listing Two**

## Listing Three

```

1 *
2 * Squareroot algorithm; DDJ March 1986, p.122
3 *
4 * 68000 assembly language version
5 *
6 * Features: - hand-optimized machine code;
7 *
8 *
9 * procedure sqrt(number:integer; var result:integer);
10 *
11 * Calculates square root of 'number' and returns it in 'result';
12 *
13 *
14 * Register usage:
15 * -----
16 *
17 * D0 : work register, error    A0 : ^result
18 * D1 : number                  A1 : ^number
19 * D2 : guess1,result
20 * D3 : guess2
21 * D4 : temporary storage for return address
22 *
23 *
24 * .proc      sqrt,2           ;2 words of parameters
25 *
26 * Get parameters from stack
27 *
28 * moveq     #0,d2             ;result := 0 --- remove for timing
29 *
30 * move.l     (sp)+,d4          ;get return address
31 * move.w     (sp)+,a0          ;get ^result
32 * move.w     (sp)+,a1          ;get ^number
33 * move.l     (a1),d1           ;get number
34 *
35 * bra Q15 ;--- for timing only
36 *
37 * beq        Q15               ;if number=0, then result=0
38 *
39 * Set initial values
40 *
41 Q7 moveq     #1,d2             ;guess1 := 1
42 move.l      d1,d3             ;guess2 := number
43 *
44 * Do shifts until guess1 ~ guess2
45 *
46 Q9 asl.l      #1,d2             ;guess1 := guess1 * 2
47 cmp.l       d3,d2             ;compare with guess2
48 bge         Q11               ;branch if guess1 * 2 >= guess2
49 asr.l       #1,d3             ;guess2 := guess2 / 2
50 bra         Q9
51 *
52 Q11 asr.l      #1,d2             ;adjust guess1
53 *
54 * Now do divisions
55 *
56 Q13 add.l     d3,d2             ;guess1 := guess1 + guess2
57 asr.l       #1,d2             ;guess1 := (guess1+guess2)/2
58 move.l      d1,d3             ;guess2 := number
59 divs        d2,d3             ;guess2 := number / guess1
60 ext.l       d3               ;extend guess2 to 32 bits
61 move.l      d2,d0             ;guess1 to work register
62 sub.l       d3,d0             ;error := guess1 - guess2
63 bgt         Q13               ;loop back if error > 0
64 *
65 * Store result and return to caller
66 *
67 Q15 move.w     d2,(a0)           ;store result
68 *
69 * movea.l     d4,a0             ;move return address to adr-reg
70 jmp         (a0)              ;return to caller
71 *
72 .nolist

```

**End Listing Three**

(continued on page 58)





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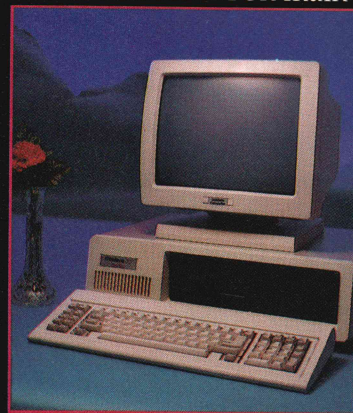
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# LETTERS

## Listing Four

(Listing continued, text begins on page 10.)

```

1 *
2 * Squareroot algorithm: DDJ November 1985, p.88
3 *
4 * 68000 assembly language
5 *
6 * procedure sqrt(number:long; var result:integer):
7 *
8 * Calculates the integer squareroot of 'number' and returns it in 'result'
9 *
10 *
11 * Register usage
12 * -----
13 *
14 * D0 : number          A0 : scratch, for pointers
15 * D1 : error term      A1 : scratch, for pointers
16 * D2 : estimate
17 * D3 : corrector term
18 * D4 : loop counter
19 *
20 *
21 * .proc      sqrt,2          ;2 words of parameters
22 *
23 *   move.w    6(sp),a0      ;get 'number'
24 *   move.l    (a0),d0       ;get number into d0
25 *
26 *   bra exit ;--- for timing only
27 *
28 *   moveq     #16-1,d4      ;set loopcount,16*2 - 32 bits
29 *   moveq     #0,d1         ;clear error term
30 *   moveq     #0,d2         ;clear estimate
31 *
32 *   Calculate squareroot
33 *
34 *   sqrtl    asl.l #1,d0    ;get 2 leading bits,
35 *               rol.l #1,d1 ;one at a time, into
36 *               asl.l #1,d0 ;the error term
37 *               rol.l #1,d1 ;
38 *               asl.l #1,d2 ;estimate * 2
39 *               move.l d2,d3 ;
40 *               asl.l #1,d3 ;corrector = 2 * new estimate
41 *               cmp.l d3,d1 ;
42 *               bls      sqrt2 ;branch if error term <= corrector
43 *               addq.l #1,d2 ;otherwise, add low bit to estimate
44 *               addq.l #1,d3 ;and calculate new error term
45 *               sub.l d3,d1 ;
46 *
47 *   sqrt2    dbra    d4,sqrtl ;do all 16 bit-pairs
48 *
49 *   Set result & return to caller
50 *
51 *   exit     move.l    (sp)+,a0 ;get return address
52 *               move.w    (sp)+,a1 ;get 'result'
53 *               move.w    d2,(a1) ;store integer result
54 *               addq.l    #2,sp ;drop 'number'
55 *               jmp      (a0) ;return to caller
56 *
57 *   .nolist

```

End Listing Four

## Listing Five

```

djnz:      move.b    (pseudopc)+,d0      * 10 djnz e
           subq.b    #1,regb(regs)      * d0 <-- distance
           beq       djnz2              * dec b
           ext.w     d0                  * loop count expired
           ext.l     d0                  * to word
           add.l     d0,pseudopc         * add distance

djnz2:
           NEXT

jr:        move.b    (pseudopc)+,d0      * 18 jr e
           ext.w     d0                  * d0 <-- distance
           ext.l     d0                  * to word
           add.l     d0,pseudopc         * to long
           NEXT                          * add distance

jrnz:      move.b    (pseudopc)+,d0      * 20 jr nz,e
           btst      #6,regf            * d0 <-- distance
           bne       jrnz2              * if Z bit set
           ext.w     d0                  * then no branch
           ext.l     d0                  * to word
           add.l     d0,pseudopc         * to long
           NEXT                          * add distance

jrz:       move.b    (pseudopc)+,d0      * 28 jr z,e
           btst      #6,regf            * d0 <-- distance
           beq       jrz2               * if Z bit reset
           ext.w     d0                  * then no branch
           ext.l     d0                  * to word
           add.l     d0,pseudopc         * to long
           NEXT                          * add distance

jrz2:      NEXT

jrnc:      move.b    (pseudopc)+,d0      * 30 jr nc,e
           btst      #0,regf            * d0 <-- distance
           bne       jrnc2              * if C bit set
           ext.w     d0                  * then no branch
           ext.l     d0                  * to word
           add.l     d0,pseudopc         * to long
           NEXT                          * add distance

```

(continued on page 60)

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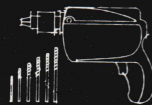
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# CompuView



# LETTERS

## Listing Five (Listing continued, text begins on page 10.)

```
jrc2:      NEXT
jrc:        move.b    (pseudopc)+,d0
            btst      #0,regf
            beq       jrc2
            ext.w     d0
            ext.l     d0
            add.l     d0,pseudopc
jrc2:      NEXT
```

End Listing Five

## Listing Six

```
1 /* c_draw.c */          /* jrm 5-27-86 rev.1 */
2
3 /* line drawing routine using Bresenham's algorithm. */
4
5
6 c_draw (x1, y1, x2, y2, color)
7 int x1, y1, x2, y2, color;
8
9 {
10 int incl, inc2, inc3, xend, yend;
11 int d, x, y, dx, dy;
12
13 dx = abs (x2 - x1);
14 dy = abs (y2 - y1);
15 if (dy <= dx)
16 {
17     if (x1 > x2)
18     {
19         x = x2;
20         y = y2;
21         xend = x1;
22         dy = y1 - y2;
23     }
```

```
24     else
25     {
26         x = x1;
27         y = y1;
28         xend = x2;
29         dy = y2 - y1;
30     }
31     incl = dy << 1;
32     inc2 = (dy - dx) << 1;
33     inc3 = (dy + dx) << 1;
34     d = (dy >= 0) ? incl - dx:incl + dx;
35     while (x < xend)
36     {
37         pcvwd (y, x, color); /* or whatever point plotting */
38         x++;                /* function you have handy... */
39         if (d >= 0)
40         {
41             if (dy <= 0)
42                 d += incl;
43             else
44             {
45                 y++;
46                 d += inc2;
47             }
48         }
49         else
50         {
51             if (dy >= 0)
52                 d += incl;
53             else
54             {
55                 y--;
56                 d += inc3;
57             }
58         }
59     }
60 }
61 else
62 {
63     if (y1 > y2)
64     {
65         y = y2;
66         x = x2;
67         yend = y1;
68         dx = x1 - x2;
69     }
70     else
71     {
72         y = y1;
73         x = x1;
74         yend = y2;
75         dx = x2 - x1;
76     }
77     incl = dx << 1;
78     inc2 = (dx - dy) << 1;
79     inc3 = (dx + dy) << 1;
80     d = (dx >= 0) ? incl - dy:incl + dy;
81     while (y < yend)
82     {
83         pcvwd (y, x, color);
84         y++;
85         if (d >= 0)
86         {
87             if (dx <= 0)
88                 d += incl;
89             else
90             {
91                 x++;
92                 d += inc2;
93             }
94         }
95         else
96         {
97             if (dx >= 0)
98                 d += incl;
99             else
100             {
101                 x--;
102                 d += inc3;
103             }
104         }
105     }
106 }
107 pcvwd (y, x, color);
108 }
109
```

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
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## MSDOS INTERFACE

Random access files  
Hierarchical directory access  
MSDOS calls

## DOCUMENTATION

On-line documentation of functions  
apropos  
300-page indexed reference manual



## Listing One (Text begins on page 14.)

Listing 1 -- dtree.c

```

1 #include <stdio.h>
2 #include <ctype.h>
3 #include <process.h> /* needed by spawn() */
4 #include <mydir.h> /* needed by dir() */
5 #include <signal.h> /* needed by signal() */
6
7 /* -----
8  * WHEREIS and DTREE
9  *
10  * A general-purpose directory traversal program. If invoked with name
11  * "whereis" it searches for a file in the directory system. If invoked
12  * with "dtree" it does the above and can also print the directory tree or
13  * executes a program in each directory. See usage() and wusage() below
14  * for more details about the command-line syntax.
15  *
16  * (C) 1986 Allen I. Holub. All rights reserved.
17  */
18
19 extern DIRECTORY *mk_dir( int );
20 extern void del_dir( DIRECTORY* );
21 extern void dir( char*, DIRECTORY* );
22 extern char *strchr( char*, int );
23
24 /* -----
25  * These IBM graphics (box drawing) characters are used only if the
26  * output stream is stdout and isatty() is true (it will be false if
27  * stdout is redirected).
28  *
29  *
30  * ELL | T_RIGHT |---- VERT | (dash) ----
31  * \300 +---- \303 | \263 | \304
32  */
33
34 static char *Graph_chars[] = { "\263", "\300\304\304\304\304\304",
35 "\303\304\304\304\304\304" };
36
37 static char *Norm_chars[] = { "|", "+-----", "+-----" };
38 static char **Cset = Norm_chars;
39
40 #define VERT Cset[0]
41 #define ELL Cset[1]
42 #define T_RIGHT Cset[2]
43
44 /* ----- */
45
46 #define DSIZE 255
47 static char Startdir[DSIZE+1]; /* The cwd when the program started */
48 static char Map[64/8]; /* Bitmap for 64 bits. If the */
49 /* directory tree is deeper than */
50 /* this, we're in trouble. */
51
52 static char **Args = NULL; /* Thing to execute, pass to spawnv */
53 static int Short_name = 0; /* Use short pathnames */
54 static int Draw = 0; /* Draw directory tree */
55 static char *Findfile = NULL; /* File for which we're searching */
56
57 /* -----
58  * bitmap routines:
59  * testbit(x) Evaluates TRUE if bit x is set.
60  * setbit(x,val) Set bit x if val is TRUE, else clear it.
61  */
62
63 #define testbit(x) (Map[x >> 3] & (1 << (x & 0x07)))
64
65 static setbit( c, val )
66 int c, val;
67 {
68 if( val )
69 Map[c >> 3] |= 1 << (c & 0x07);
70 else
71 Map[c >> 3] &= ~(1 << (c & 0x07));
72 }
73
74 /* ----- */
75
76 pline( depth, terminate )
77 {
78 /* Print all the spaces and vertical bars in a graphic
79 representation of a tree. Does nothing if Draw if FALSE.
80 */
81
82 int i;
83
84 if( !Draw )
85 return;
86
87 for( i = 0; i < depth-1; i++ )
88 printf( testbit(i) ? "%s" : " ", VERT );
89
90 if( terminate )
91 printf( "\n" );
92 }
93
94 /* ----- */
95
96 pname( dname )
97 char *dname;
98 {
99 /* Print a directory name with or without the full path
100 spec (depending on whether Short_name is set.
101 */
102
103 char *name;
104
105 if( !Short_name || (dname[0] == '/' && !dname[1]) )
106 name = dname;
107

```

```

108 else if( name = strchr( dname, '/' ) )
109 name++;
110
111 name = dname;
112
113 printf( "%s\n", name );
114 }
115
116 /* ----- */
117
118 execute( dname )
119 char *dname;
120 {
121 /* Execute the command specified on the command line from
122 the directory we're now visiting. This routine changes
123 the current directory but doesn't put it back.
124 The Args vector must point at the command array.
125 */
126
127 if( Args )
128 {
129 chdir( dname );
130 if( spawnvp( P_WAIT, *Args, Args ) == -1 )
131 perror( *Args );
132 }
133 }
134
135 /* ----- */
136
137 find( dname )
138 char *dname;
139 {
140 /* Look for the Findfile file in dname. If it's there, print
141 the full path and file names and return 1, else return 0.
142 */
143
144 static char pathname[DSIZE];
145 char **vects;
146 int count;
147 int rval;
148 DIRECTORY *dp;
149
150 sprintf( pathname, "%s/%s", dname, Findfile );
151
152 if( !(dp = mk_dir( 64 )) )
153 {
154 printf( "dtree: Out of memory\n" );
155 return 0;
156 }
157
158 dp->files = 1; /* Get files only */
159 dp->sort = 1; /* sort the list */
160 dp->path = 1; /* and include the full path name */
161 dir( pathname, dp ); /* Fill the DIRECTORY structure */
162
163 vects = (char **) dp->dirv; /* ..., and print it. */
164 count = rval = dp->nfiles;
165 while( --count >= 0 )
166 printf( "%s\n", *vects++ );
167
168 del_dir( dp );
169 return rval;
170 }
171
172 /* ----- */
173
174 static print( dname, others )
175 char *dname;
176 int others;
177 {
178 /* Does a recursive traversal of the directory tree rooted at
179 * dname. "others" is true if the calling routine has more
180 * subdirectories to print.
181 */
182
183 DIRECTORY *dp;
184 char **vects;
185 int count;
186 static int depth = -1;
187
188 if( ++depth && Draw )
189 {
190 pline( depth, 0 );
191 printf( "%s", others ? T_RIGHT : ELL );
192 }
193
194 if( Findfile )
195 {
196 if( find( dname ) )
197 execute( dname );
198 }
199 else
200 {
201 pname( dname );
202 execute( dname );
203 }
204
205 if( !(dp = mk_dir( 32 )) )
206 {
207 printf( "dtree: Out of memory\n" );
208 return;
209 }
210
211 dp->dirs = 1; /* Get subdirectories */
212 dp->sort = 1; /* and sort them. */
213 dp->exp = 1; /* expand subdirectories rather than */
214 /* printing their names. */

```

(continued on page 66)



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## C CHEST

### Listing One

(Listing continued, text begins on page 14.)

```

215 dp->path = 1; /* and include the full path name. */
216 dir( dname, dp );
217
218 vects = (char **) dp->dirv; /* pointer to list of subdirs */
219 count = dp->ndirs; /* number of subdirs. */
220
221 while( --count >= 0 ) /* visit the subdirs, one */
222 { /* at a time. the setbit */
223     setbit( depth, count ); /* call is used for */
224     print( *vects++, count ); /* printing the tree. */
225 }
226
227 if( !others ) /* If there aren't any */
228     pline( depth, 1 ); /* subdirs in the parent, */
229 /* output a blank line */
230
231 del_dir( dp );
232 --depth;
233 }
234 /* ----- */
235
236 char *dodot( str )
237 char *str;
238 {
239     /* If str has no dots in it, return str, else get the pathname
240     * referred to by str (ie. whatever name is indicated by
241     * . or .. or ../.. etc.) and return a pointer to that string.
242     */
243
244     static char root_name[ DSIZ ] ;
245     char *p;
246
247     if( !strchr( str, '.' ) )
248         return str;
249
250     if( chdir( str ) || !getcwd( root_name, DSIZ ) )
251     {
252         fprintf( stderr, "Can't find %s, aborting\n", str );
253         exit( 1 );
254     }
255
256     for( p = root_name; *p; p++ ) /* Map the name from DOS */
257     { /* style to UNIX style by */
258         if( *p == '\\' ) /* referred to by str (ie. whatever name is indicated by */
259             *p = '/'; /* . or .. or ../.. etc.) and return a pointer to that string. */
260         else /* mapping upper to lower */
261             *p = tolower( *p ); /* case and changing \ to / */
262     }
263
264     chdir( Startdir ); /* Restore the original */
265     return root_name; /* working directory */
266 }
267 /* ----- */
268
269 doargs( argc, argv )
270 char **argv;
271 {
272     /* Does several things. First, it shifts all the arguments down
273     * one notch, overwriting the original argv[0]. Next, it
274     * puts a NULL into argv[argc-1], finally it processes (and
275     * removes from argv) all command line switches. Switch processing
276     * stops after a -e is encountered (but the compression continues).
277     * Argc, decremented to reflect all this stuff, is returned.
278     * We can't use getargs() in the program because -e is
279     * position dependant.
280     */
281
282     register int nargc;
283     register char **nargv;
284
285     #ifdef DEBUG
286     char **v = argv;
287     int c;
288     #endif
289
290     nargc = 0;
291     for( nargv = argv++; --argc > 0; argv++ )
292     {
293         if( **argv != '-' || !Args )
294         {
295             *nargv++ = *argv;
296             nargc++;
297         }
298         else
299         {
300             switch( argv[0][1] )
301             {
302                 case 'e':
303                     Args = nargv;
304                     *nargv++ = **argv;
305                     nargc++;
306                     nargv++;
307                     putenv( "CMDLINE=" );
308                     break;
309
310                     case 'f': Findfile = &argv[0][2]; break;
311                     case 's': Short_name = 1; break;
312                     case 'd': Draw = 1; break;
313                     default : usage();
314             }
315         }
316     }
317 }
318

```

(continued on page 68)



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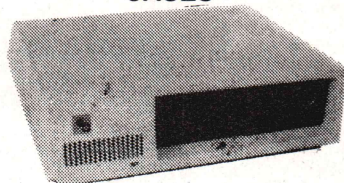
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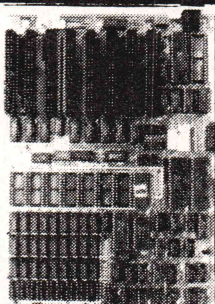


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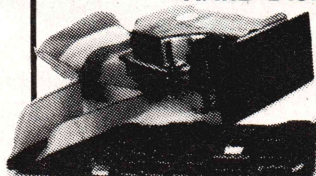
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# C CHEST

## Listing One

(Listing continued, text begins on page 14.)

```

319      *argv = NULL ; /* Add a NULL as the last entry */
320
321  #ifdef DEBUG
322      printf("New argv is:\n");
323
324      for( c = nargc; --c >= 0 ; v++)
325          printf("<ts> 0x%x\n", *v, *v);
326
327      printf("\nFindfile=<ts>, Short_pname=%d, Draw=%d, *Args=0x%x\n",
328             Findfile, Short_pname, Draw, *Args);
329  #endif
330
331      return nargc ;
332  }
333
334  /* ----- */
335
336  #define E(x) fprintf(stderr, "%s\n", x)
337  usage()
338  {
339      E( "\nUsage is: dtree root [-s] [-d] [-f<name>] [-e arg arg]\n");
340      E( "-e Execute rest of cmd line from each directory" );
341      E( "-f<name> Find file called <name>" );
342      E( "-s Use short path names" );
343      E( "-d Draw directory tree" );
344      E( "\nEach switch must be in its own argument (-sd is illegal,");
345      E( "you must say -s -d. If -f and -e are both specified, the command");
346      E( "is only executed if the indicated file is found.");
347      exit(1);
348  }
349
350  wusage()
351  {
352      E( "\nUsage is: whereis <filename>\n");
353      E( "Only one file name is permitted, though wildcards are recognized");
354      E( "by whereis itself, so you must escape these from the shell as in:");
355      E( "\twhereis \"*.c\" or whereis \\\".c\" );
356      exit(1);
357  }
358
359  /* ----- */
360
361  onintr()
362  {
363      /* Called when a ^C is encountered: */
364      chdir( Startdir ); /* Get back to starting directory */
365      exit(0); /* before exiting. */
366  }
367
368  /* ----- */
369
370  main( argc, argv )
371  char **argv;
372  {
373      /* If the program is invoked under the name "whereis" it
374       * treats the command line: whereis <fname>
375       * as if you had said: dtree -f<fname>
376       */
377
378      rearqv( &argc, &argv ); /* Redo arg list if running under shell */
379
380      if( strcmp(*argv, "whereis") )
381      {
382          if( argc != 2 || argv[1][0] == '-' )
383              wusage();
384
385          Findfile = argv[1]; /* Search for a file. */
386          argc = 0; /* Force search to begin at / */
387      }
388      else
389      {
390          argc = doargs( argc, argv ); /* argv[0] [1] [2] ... */
391          if( Args && argc < 2 ) /* pathname cmd args ... */
392              usage();
393      }
394
395      Cset = isatty(fileno(stdout)) ? Graph_chars : Norm_chars ;
396
397      if( !getcwd(Startdir, DSIZE) )
398      {
399          fprintf(stderr, "Can't save current directory, aborting\n");
400          exit( 1 );
401      }
402
403      signal( SIGINT, onintr );
404      print( (argc < 1 || argv == Args) ? "/" : dotdot(argv[0], 0) );
405      chdir( Startdir );
406
407      exit(0);
408  }

```

**End Listing One**

## Listing Two

Listing 2 -- fix.c

```

1  #include <stdio.h>
2  #include <fcntl.h>
3  #include <types.h>
4  #include <stat.h>
5
6  extern char *strchr();

```

(continued on page 70)

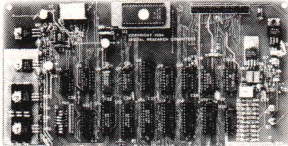


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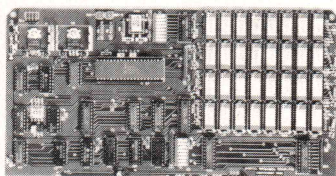
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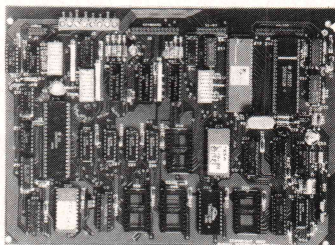
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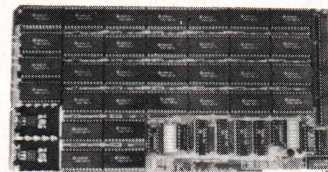
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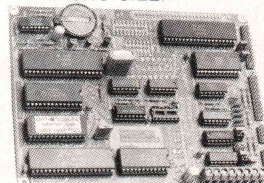
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## C CHEST

### Listing Two (Listing continued, text begins on page 14.)

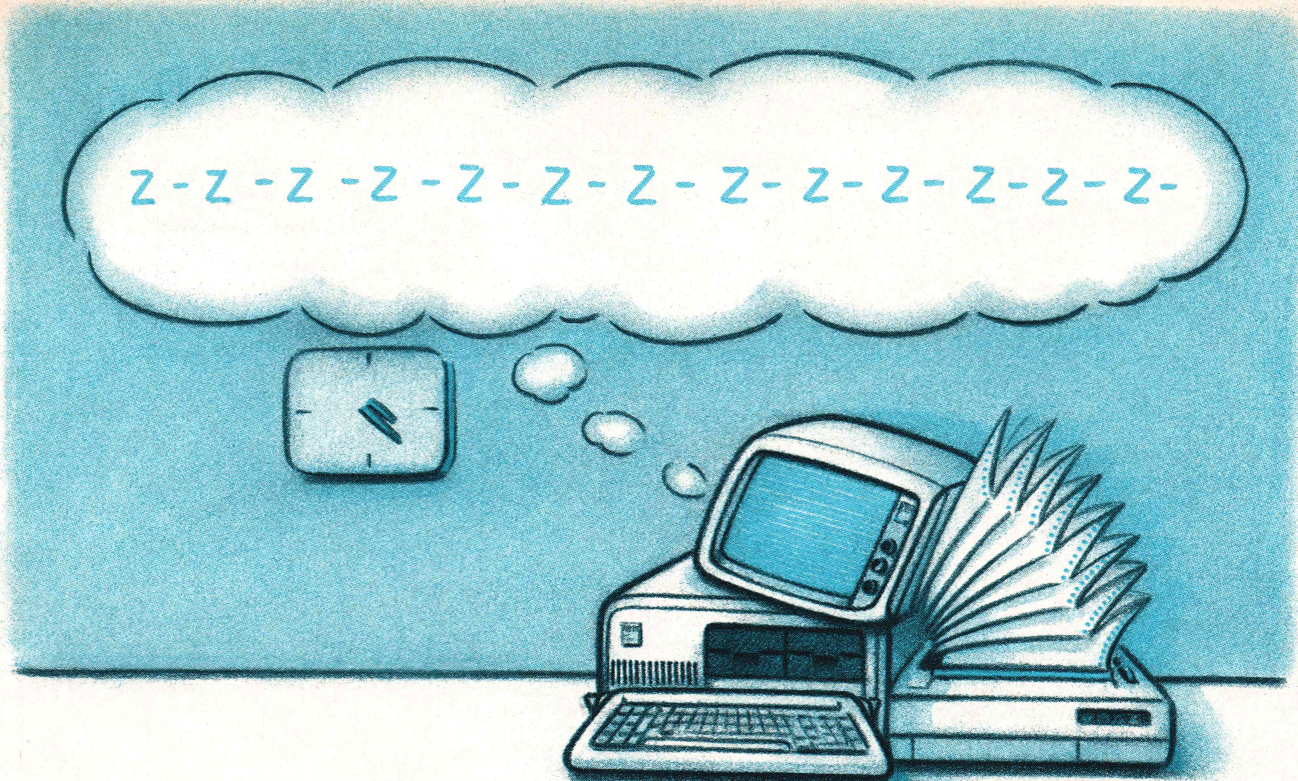
```

7
8
9 #define BSIZE (10 * 1024) /* Buffer size */
10 #define CTL_Z 0x1a /* EOF marker */
11 #define SMODE (O_RDONLY | O_BINARY) /* read & write modes */
12 #define DMODE (O_WRONLY | O_BINARY | O_TRUNC | O_CREAT)
13
14 /*-----*/
15
16 char *bak( name )
17 char *name;
18 {
19     /* Strips extension from name and adds .bak extension, returning */
20     /* a pointer to the modified name. The original name is untouched */
21
22     static char buf[128], *p;
23
24     strncpy( buf, name, 128-5 );
25
26     if( p = strrchr( buf, '.' ) )
27         strcpy( p+1, ".bak" );
28     else
29         strcat( buf, ".bak" );
30
31     return buf;
32 }
33
34 /*-----*/
35
36 usage()
37 {
38     fprintf( stderr, "Usage: fix file [file...]\n\n" );
39     fprintf( stderr, "Removes trailing ^Z's from files.\n" );
40     exit( 1 );
41 }
42
43 /*-----*/
44
45 main( argc, argv )
46 char **argv;
47 {
48     static char buf[BSIZE];
49     static char *srcname;
50     char *p;
51     register int got; /* # bytes got from read */
52     register int src, dest; /* File handles */
53
54     ctlic(); /* Fix ^C Interrupt handling */
55     reargv( &argc, &argv ); /* Remake argv from CMDLINE */
56
57     if( argc < 2 || argv[1][0] == '-' )
58         usage();
59
60     for( ++argv, --argc; --argc >= 0; ++argv )
61     {
62         srcname = bak( *argv ); /* srcname = xxx.bak */
63         unlink( srcname ); /* delete xxx.bak */
64         rename( srcname, *argv ); /* rename xxx.yyy to xxx.bak */
65
66         printf( "Fixing %-20s (creating %s)\n", *argv, srcname );
67
68         if( (src = open( srcname, SMODE )) == -1 )
69         {
70             perror( srcname );
71             continue;
72         }
73         if( (dest = open( *argv, DMODE, S_IWRITE | S_IREAD )) == -1 )
74         {
75             perror( *argv );
76             continue;
77         }
78         while( got = read( src, buf, BSIZ ) )
79         {
80             if( got == -1 )
81             {
82                 perror( srcname );
83                 break;
84             }
85
86             for( p = buf; --got >= 0 && *p != CTL_Z; p++ )
87                 ;
88
89             got = p - buf; /* got = distance to ^Z */
90
91             if( write( dest, buf, got ) != got )
92             {
93                 perror( *argv );
94                 break;
95             }
96
97             if( *p == CTL_Z )
98                 break;
99         }
100         close( src );
101         close( dest );
102     }
103     exit( 0 );
104 }

```

End Listings





If real-time performance is the key to the next generation of small systems, task-switching is the key to real-time performance.



# CUBIC SPLINES

## Listing One (Text begins on page 24.)

```

/* SPLINE.C - Interpolate Smooth Curve
 *
 * Version 2.00          December 25th, 1985
 *
 * Modifications:
 *
 *   V1.00 (85/11/01)   - beta test release
 *   V2.00 (85/12/25)   - general revision
 *
 * Copyright 1985:      Ian Ashdown
 *                      byHeart Software
 *                      620 Ballantree Road
 *                      West Vancouver, B.C.
 *                      Canada V7S 1W3
 *
 * This program may be copied for personal, non-commercial use
 * only, provided that the above copyright notice is included in
 * all copies of the source code. Copying for any other use
 * without previously obtaining the written permission of the
 * author is prohibited.
 *
 * Synopsis:    SPLINE [option] ...
 *
 * Description: SPLINE takes pairs of numbers from the standard
 * input as abscissae and ordinates of a function.
 * (A minimum of four pairs is required.) It
 * produces a similar set, which is approximately
 * equally spaced and includes the input set, on the
 * standard output. The cubic spline output (R.W.
 * Hamming, "Numerical Methods for Scientists and
 * Engineers", 2nd ed. 349ff) has two continuous
 * derivatives and sufficiently many points to look
 * smooth when plotted.
 *
 * The following options are recognized, each as a
 * separate argument:
 *
 * -a Supply abscissae automatically (they are
 *     missing from the input); spacing is given by
 *     the next argument or is assumed to be 1 if
 *     next argument is not a number.
 *
 * -k The constant "k" is used in the boundary
 *     value computation
 *
 *     y " = ky " , y " = ky "
 *       0      1      n      n-1
 *
 *     is set by the next argument. By default,
 *     k = 0. A value of k = 0.5 often results in a
 *     smoother curve at the endpoints than the
 *     default value. Negative values for k are not
 *     allowed. Cannot be used with -p option.
 *
 * -n Next argument (which must be an integer)
 *     specifies the number of intervals that are to
 *     occur between the lower and upper "x" limits.
 *     If -n option is not given, default spacing is
 *     100 intervals.
 *
 * -p Make output periodic, i.e. match derivatives
 *     at ends. First and last input values must
 *     agree. Cannot be used with -k option.
 *
 * -x Next 1 (or 2) arguments are lower (and upper)
 *     "x" limits. Normally these limits are
 *     calculated from the data. Automatic abscissae
 *     start at lower limit (default 0). If either
 *     argument is outside of the range of
 *     abscissae, it is ignored.
 *
 * Diagnostics: When data is not strictly monotone in "x", SPLINE
 * reproduces the input without interpolating extra
 * points.
 *
 * Bugs:    A limit of 1000 input points is silently
 *           enforced.
 *
 *           The -n option has not been implemented in
 *           accordance with the "UNIX Programmer's Manual"
 *           specification. This was done to avoid ambiguities
 *           when the -n option follows the -x option with one
 *           argument.
 *
 *           At certain negative values for the -k option (for
 *           example, k equals -4.0), the curve becomes
 *           discontinuous. The -k option value has thus been

```

```

 *           arbitrarily constrained to be greater than or
 *           equal to zero.
 *
 * Credits:    The above description is a reworded and expanded
 *             version of that appearing in the "UNIX Programmer's
 *             Manual", copyright 1979, 1983 Bell Laboratories.
 */

/** Definitions **/

#define FALSE      0
#define TRUE       1
#define MAX_SIZE  1000 /* Input point array limit */

#define ILL_ARG    0 /* Error codes */
#define ILL_CMB    1
#define ILL_KVL    2
#define ILL_NVL    3
#define ILL_OPT    4
#define ILL_XVL    5
#define INS_INP    6
#define MIS_KVL    7
#define MIS_NVL    8
#define MIS_XVL    9
#define MIS_YVL   10
#define NMT_ORD   11

#define SQUARE(a) a*a
#define CUBE(a) a*a*a

/** Typedefs **/

typedef int BOOL; /* Boolean flag */

/** Include Files **/

#include <stdio.h>
#include <ctype.h>
#include <math.h>

/** Main Body of Program **/

int main(argc,argv)
int argc;
char **argv;
{
    int n = 0,
        i,
        j,
        n_val = 0,
        atoi();
    float x[MAX_SIZE],
          y[MAX_SIZE];
    double a_val = 1.0,
            k_val = 0.0,
            x1_val = 0.0,
            x2_val = 0.0,
            x_intvl,
            ix,
            iy,
            d2y[MAX_SIZE],
            h,
            atof(),
            fabs(),
            spl_int();
    char buffer[257],
          *temp,
          *gets();
    BOOL aflag = FALSE, /* Command-line option flags */
         kflag = FALSE,
         pflag = FALSE,
         x1flag = FALSE,
         x2flag = FALSE,
         is_float();
    void spl_coeff(),
         pspl_coeff(),
         error();

    /* Parse the command line for user-selected options */

    while(--argc)
    {
        temp = **argv;
        if(*temp != '-') /* Check for legal option flag */
            error(ILL_OPT,*argv);
        else
            switch(toupper(++temp))

```

(continued on page 81)



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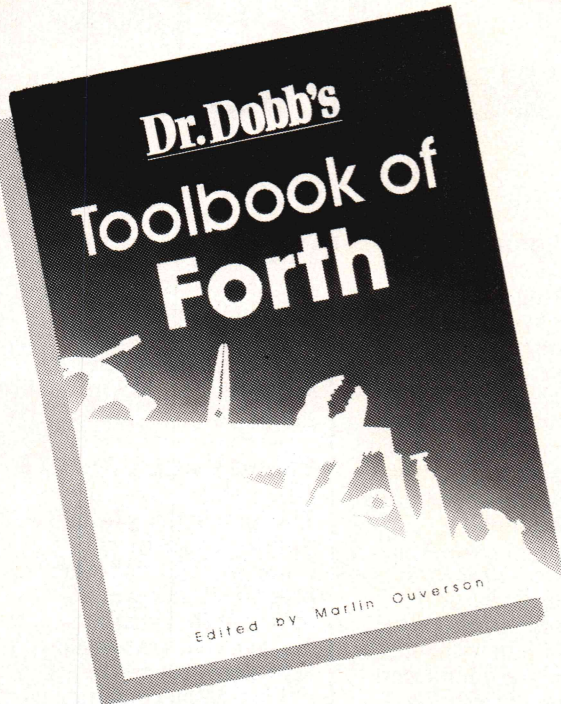
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Running light without overbyte. By year two, *Dr. Dobb's* formula was concocted: tough questions and serious technical issues handled with enthusiasm, and wit, scant reverence for the accepted answers. Source code. Tools for programmers. Respect for tight programming. *Dr. Dobb's Journal* readers shared insights on warping the Intel 8080 into a computer CPU, and *Dr. Dobb's* published a complete operating system for the chip. A motley crop of computers and software products were popping up, and *Dr. Dobb's* investigated: the Heath H-8, the KIM-1, the Alpha Micro, MITS Basic, Poly Basic,

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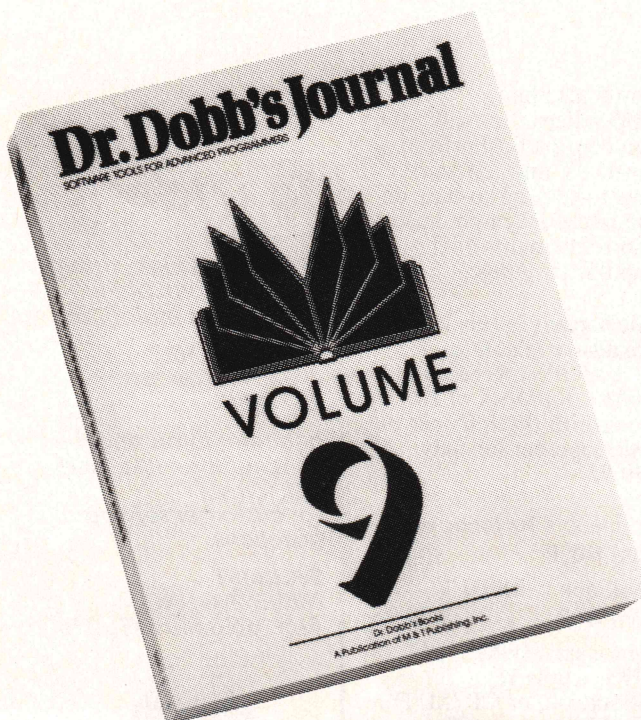
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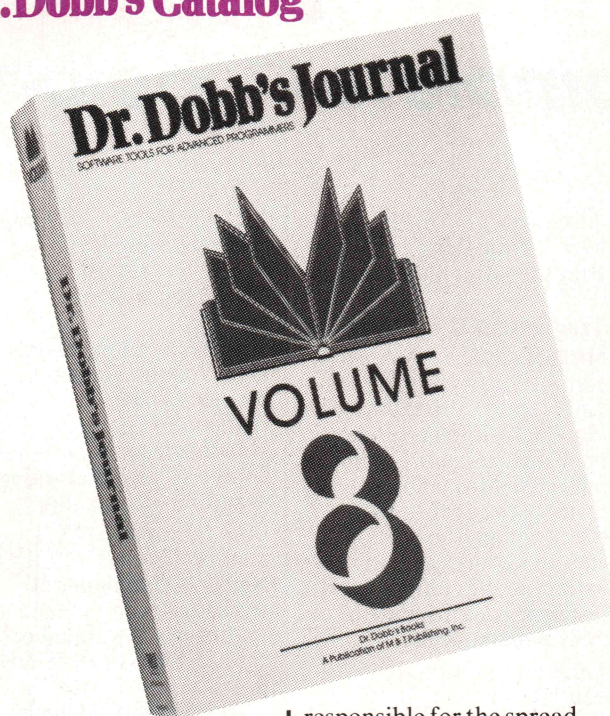
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### Bound Volume 6: 1981 Item #018

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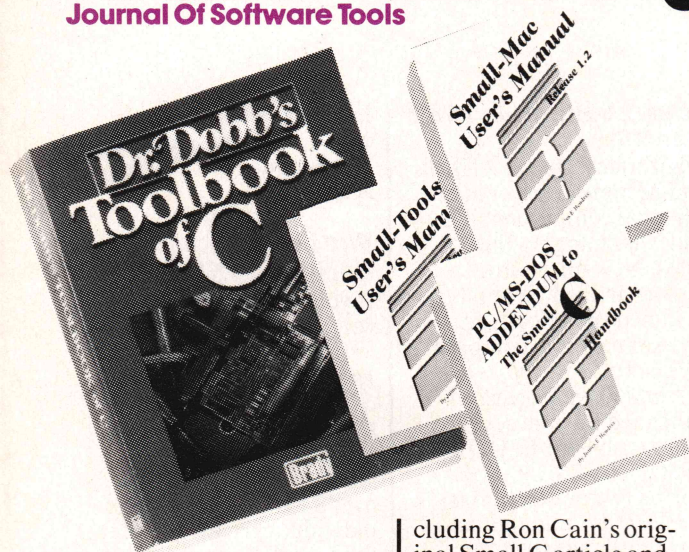
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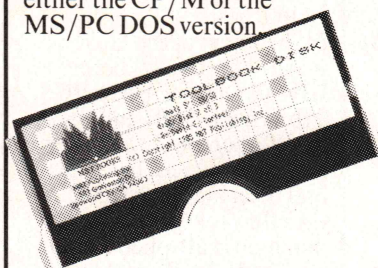
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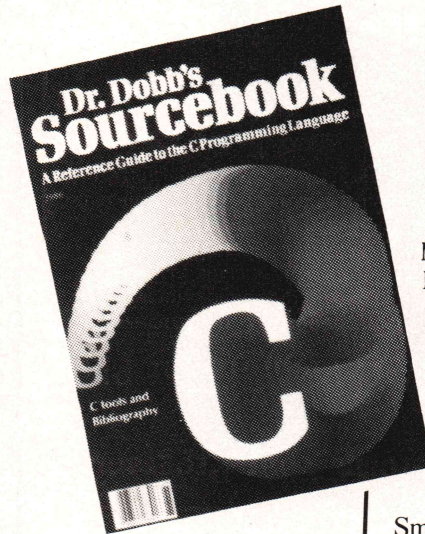
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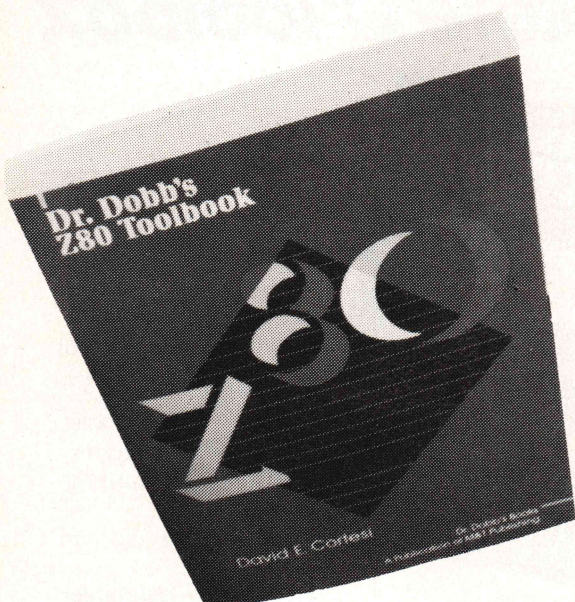
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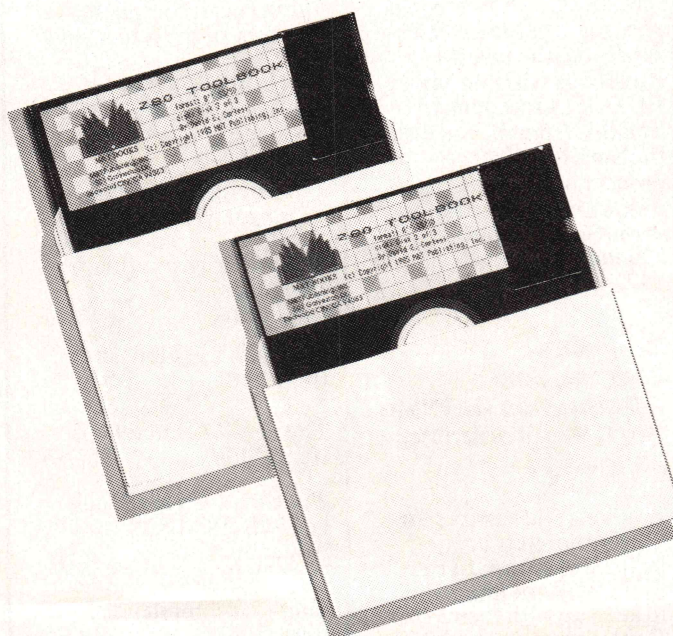
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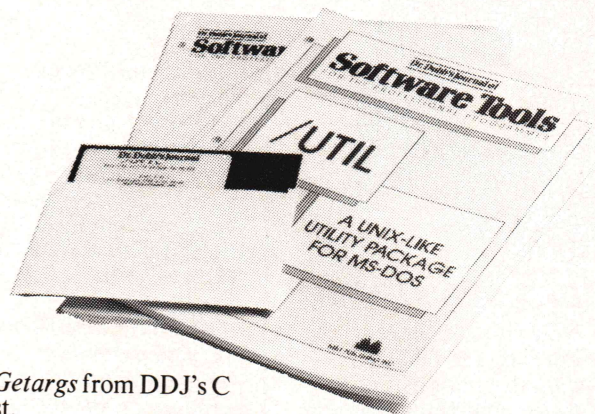
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```
< > >>
> & >> &
```

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```
( ) + - * / %
< = > = < > !=
= = ! & & || =
```

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```
if/then/else
while
foreach
switch/case
break
continue
```

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**Ls** Gets a sorted directory

**mkdir** Creates a directory  
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**p** Prints a file, one page at a time

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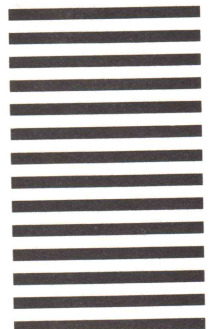
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# CUBIC SPLINES

## Listing One (Listing continued, text begins on page 24.)

```

{
    case 'A': /* "-a" option */
        aflag = TRUE;
        if (argc > 1 && is_float(*(argv+1)))
        {
            argc--;
            argv++;
            if ((a_val = atof(*argv)) <= 0.00)
                error(ILL_ARG,*argv);
        }
        break;
    case 'K': /* "-k" option */
        if (pflag == TRUE)
            error(ILL_CMB,NULL);
        kflag = TRUE;
        if (argc > 1 && is_float(*(argv+1)))
        {
            argc--;
            argv++;
            k_val = atof(*argv);
            if (k_val < 0.00)
                error(ILL_KVL,*argv);
            break;
        }
        else
            error(MIS_KVL,NULL);
    case 'N': /* "-n" option */
        if (argc > 1)
        {
            argc--;
            argv++;
            if ((n_val = atoi(*argv)) < 1)
                error(ILL_NVL,*argv);
            else
                break;
        }
        else
            error(MIS_NVL,NULL);
    case 'P': /* "-p" option */
        if (kflag == TRUE)
            error(ILL_CMB,NULL);
        pflag = TRUE;
        break;
    case 'X': /* "-x" option */
        x1flag = TRUE;
        if (argc > 1 && is_float(*(argv+1)))
        {
            argc--;
            argv++;
            x1_val = atof(*argv);
        }
        else
            error(MIS_XVL,NULL);
        if (argc > 1 && is_float(*(argv+1)))
        {
            x2flag = TRUE;
            argc--;
            argv++;
            x2_val = atof(*argv);
            if (x2_val <= x1_val)
                error(ILL_XVL,x2_val);
        }
        break;
    default: /* "-n" option */
        error(ILL_OPT,*argv);
}

if (n_val == 0) /* Set "n_val" if not given */
    n_val = 100;
/* Get the input data */

while(1) /* ... while there is more input data */
{
    if (aflag == TRUE) /* Automatic abscissae were called for */
    {
        if (n == 0)
            x[0] = x1_val;
        else
            x[n] = x[n-1] + a_val;
    }
    else /* Abscissae supplied with input data */
    {
        if (gets(buffer))
            x[n] = atof(buffer);
        else
            break;
    }
    if (gets(buffer)) /* Read in the corresponding ordinate */
        y[n] = atof(buffer);
    else

```

```

{
    if (aflag == TRUE)
        break;
    else
        error(MIS_YVL,NULL);
}
if (++n == MAX_SIZE) /* Maximum amount of input data? */
    break;
}
if (n < 4) /* Check for insufficient input data */
    error(INS_INP,NULL);

/* Check for non-monotonic abscissae. Output input data set
 * without interpolation if true.
 */

h = x[1] - x[0];
for (i = 1; i < n-1; i++)
    if (fabs(x[i+1] - x[i] - h) > 0.0)
    {
        for (i = 0; i < n; i++)
            printf("%g\n%g\n",x[i],y[i]);
        exit();
    }

/* Calculate abscissa interval. Use "-x" option values if
 * they were given unless they fall outside the range of
 * given (or calculated) abscissae.
 */

if (x1flag == FALSE || x1_val < x[0])
    x1_val = x[0];
if (x2flag == FALSE || x2_val > x[n-1])
    x2_val = x[n-1];
x_intvl = (x2_val - x1_val)/n_val;

/* Find the coefficients */

if (pflag == FALSE)
    spl_coeff(y,d2y,h,n,k_val);
else
    pspl_coeff(y,d2y,h,n);

/* Interpolate and output results */

ix = x1_val;
i = 1;
for (j = 0; j <= n_val; j++)
{
    while (ix >= x[i] && i < n-1)
        i++;
    iy = spl_int(ix,x,y,d2y,h,i);
    printf("%g\n%g\n",ix,iy);
    ix += x_intvl;
}

/** Functions **/

/* SPL_COEFF() - Calculate spline coefficients and return in
 * vector "d2y[]". Matrix to be solved has the
 * typical form:
 *
 *
 *      +-      +- +-      +-      +-      +-
 *      | 4+k 1  0  0  | | y1" | = m * | y2 - 2*y1 + y0 |
 *      | 1  4  1  0  | | y2" |       | y3 - 2*y2 + y1 |
 *      | 0  1  4  0  | | y3" |       | y4 - 2*y3 + y2 |
 *      | 0  0  1  4+k | | y4" |       | y5 - 2*y4 + y3 |
 *      +-      +- +-      +-      +-      +-
 *
 *      where k = k_val, m = 6.0/(h*h) and yn" is the
 *      second derivative of the interpolated function
 *      at the "nth" abscissa, y0" = k * y1" and
 *      y5" = k * y4".
 */

```

```

void spl_coeff(y,d2y,h,n,k_val)
float y[];
double d2y[],
        h,
        k_val;
int n;
{
    double m,
        a[MAX_SIZE-1];
    int i;

    /* Set up the (symmetric tridiagonal) matrix, where the only

```

(continued on next page)



## Listing One (Listing continued, text begins on page 24.)

82



```

        else
            return FALSE;
        break;
    }
    break;
case 2: /* FSM State 2 */
    switch(c)
    {
        case '.':
            state = 4;
            break;
        case 'e':
        case 'E':
            state = 5;
            break;
        default:
            if(isdigit(c))
                state = 2;
            else
                return FALSE;
            break;
    }
    break;
case 3: /* FSM State 3 */
    if(isdigit(c))
        state = 4;
    else
        return FALSE;
    break;
case 4: /* FSM State 4 */
    switch(c)
    {
        case 'e':
        case 'E':
            state = 5;
            break;
        default:
            if(isdigit(c))
                state = 4;
            else
                return FALSE;
            break;
    }
    break;
case 5: /* FSM State 5 */
    switch(c)
    {
        case '+':
        case '-':
            state = 6;
            break;
        default:
            if(isdigit(c))
                state = 7;
            else
                return FALSE;
            break;
    }
    break;
case 6: /* FSM State 6 */
    if(isdigit(c))
        state = 7;
    else
        return FALSE;
    break;
case 7: /* FSM State 7 */
    if(isdigit(c))
        state = 7;
    else
        return FALSE;
    break;
}
return TRUE;
}

/* ERROR() - Error reporting. Returns an exit status of 2 to the
 * parent process.
 */

void error(n,str)
int n;
char *str;
{
    fprintf(stderr,"\007\n*** ERROR - ");
    switch(n)
    {
        case ILL_ARG:
            fprintf(stderr,"Argument must be greater than zero: %s",
                str);
            break;
        case ILL_CMB:
            fprintf(stderr,"Cannot use -k option with -p option");
            break;
        case ILL_KVL:
            fprintf(stderr,"Illegal value for -k option: %s",str);
            break;
    }
}

```

```

case ILL_NVL:
    fprintf(stderr,"Illegal value for -n option: %s",str);
    break;
case ILL_OPT:
    fprintf(stderr,"Illegal command line option: %s",str);
    break;
case ILL_XVL:
    fprintf(stderr,"Illegal value for -x option: %s",str);
    break;
case INS_INP:
    fprintf(stderr,"Insufficient input data");
    break;
case MIS_KVL:
    fprintf(stderr,"Missing value for -k option");
    break;
case MIS_NVL:
    fprintf(stderr,"Missing value for -n option");
    break;
case MIS_XVL:
    fprintf(stderr,"Missing value for -x option");
    break;
case MIS_YVL:
    fprintf(stderr,"Missing ordinate value");
    break;
case NMT_ORD:
    fprintf(stderr,"End ordinates do not match");
    break;
default:
    break;
}
fprintf(stderr," ***\n\nUsage: spline [-aknp] \n");
exit(2);
}

/* End of SPLINE.C */

```

End Listing

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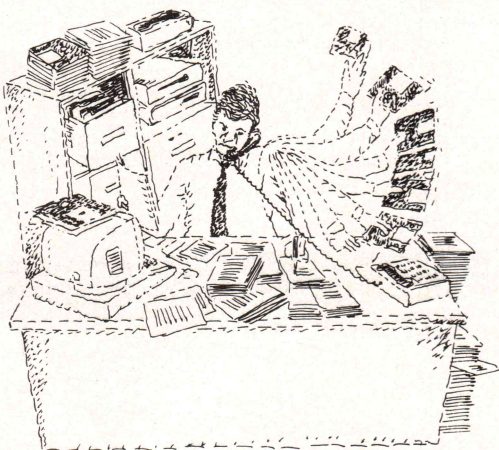
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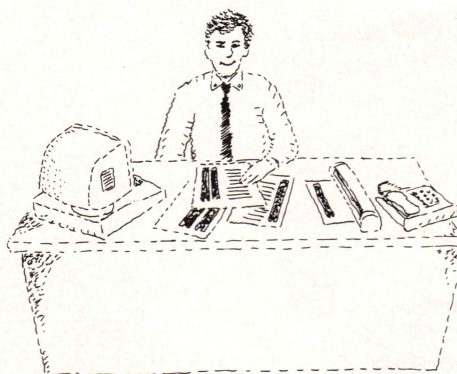
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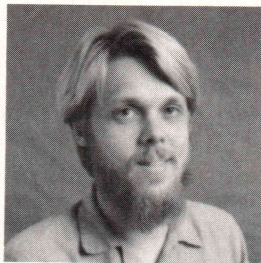
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## DATA HANDLING

### SEPTEMBER CASE HISTORY



Nick Turner, editor of *Dr. Dobbs Journal*, has been making his own data strips to back up and store articles, listings and other important materials. Turner notes that the STRIPPER™ software "creates compact, machine readable archives that are immune to dust, dirt and magnetic fields". Strips that Turner prints on his printer are filed in a loose leaf binder, along with the appropriate article. This permits him to pull the strip from the binder and read it back into his computer quickly using the reader. The method saves

disk file space, since once an article has been printed, maintaining it on a disk for revision isn't required.

The STRIPPER system has solved another problem for the busy editor, inter-machine file compatibility. Using the Softstrip® System, Turner can transfer files between his PC-clone and his Macintosh "with a minimum of fuss".

"It's about time we had a way to store files on paper in machine readable form," Turner comments.

Mr. Turner's comments are his own and do not reflect the opinion of the publication.

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# SORTING ALGORITHM

## Listing One (Text begins on page 32.)

```
/* Listing one */
/*Radix sort listing*/

/* These includes are necessary to get the proper declarations for some of
the Macintosh routines */
#include event.h
#include quickdraw.h

typedef struct {          /*Define a structure for the sort keys*/
    struct sortrec *ptr;   /*Pointer to next key*/
    char sortdat[KEYSIZ];  /*The key, containing KEYSIZ bytes*/
} sortrec;

char *lmalloc();

main()

{
    sortrec *begin,*first,*start,*temp;
    int i,j,recno;
    long tick;
    unsigned char dat;
    MaxApplZone();          /*Get maximum size application heap*/
    begin = (sortrec *) lmalloc(0x40000); /*Allocate 256K for sortrecs*/
    /*Check if allocation was successful and exit if not*/
    if (!begin) {
        printf("\nNot enough memory in heap");
        _exit();
    }
    first = begin;          /*Point to first record*/
    printf("How many recs to sort\n");
    scanf ("%d",&recno);
    for (i=0; i<recno; ++i) {
        first->ptr = first+1; /*Set pointer to next record in heap*/
        for (j=0; j<KEYSIZ; ++j) /*Fill with KEYSIZ random bytes*/
            first->sortdat[j] = (Random())&0x7fff%256;
        ++first; /*Point to next sort key record*/
    }
    first->ptr = 0;          /*Terminate the linked list*/
    tick = TickCount();     /*Get the current time*/
    start = sort(KEYSIZ,begin); /*Sort the list*/
    printf("\nTickCount=%ld",TickCount()-tick); /*Print elapsed time*/
}

sortrec *sort(a,b)
int a;          /*number of bytes in the sort key*/
sortrec *b;     /*Pointer to head of linked list to be sorted*/

{
    /*First and last are pointers to follow two linked lists whose
    heads are start and start2. Temp follows the full-length
    original or partly sorted list*/
    sortrec *first,*last,*start,*temp,*start2;
    static char mask[8] = { 1,2,4,8,16,32,64,128}; /*Individual bit masks*/
    register i,j;

    start = b;          /*point to original unsorted list*/
    for (i = a-1; i >= 0; --i) { /*Loop for all bytes of the sort key*/
        for (j = 0; j < 8; ++j) { /*Loop for all bits of each byte*/
            first = last = start2 = 0; /*Set up working ptrs*/
            /*Loop for each key in the list*/
            for (temp = start; temp; temp = temp->ptr) {
                if (temp->sortdat[i]&mask[j])
                    /*Value of the bit was 1. If last list is empty, initialize it*/
                    if (last==0) start2 = temp;
                    /*else add this item to the list*/
                    else last->ptr = temp;
                    last = temp;
            }
            /*Value was 0. If first list empty, initialize it*/
            else {
                if (first==0) start = temp;
                /*else add this item to the list*/
                else first->ptr = temp;
                first = temp;
            }
        } /*End of list*/
        /*If last list not empty, terminate it*/
        if (last) last->ptr = 0;
        /*if first list empty, use last only*/
        if (first == 0) start = start2;
        /*Else add last list to first list*/
        else first->ptr = start2;
    } /*All bits this byte examined*/
    } /*all bytes examined*/

    return start;
}
```

End Listing One



## Listing Two

```

/* Listing two */
/*Shell sort listing*/

/*Includes for certain Macintosh routines*/
#include quickdraw.h
#include event.h
typedef struct { /*This structure consists only of KEYSIZ bytes*/
    char sortdat[KEYSIZ];
} sortrec;
char *lmalloc();

main()

{
    int i,j,recno;
    long tick;
    sortrec *array, *base;
    unsigned char dat;
    MaxApplZone(); /*Get heap space, allocate 256K for sort keys*/
    array = base = (sortrec *) lmalloc(0x40000);
    printf("How many recs to sort\n");
    scanf ("%d",&recno);
    if (!array) {
        printf("\nNot enough memory in heap");
        exit();
    }
    /*Fill the area with random data. Use array as a pointer to all records*/
    for (i=0; i<recno; ++i) {
        for (j=0; j<KEYSIZ; ++j) {
            dat = (Random())&0x7fff)&256;
            array->sortdat[j] = dat;
        }
        ++array;
    }
    tick = TickCount(); /*Get the current time*/
    sort(KEYSIZ,base,comp,swap,recno);
    printf("\nTickCount=%ld",TickCount()-tick); /*Print elapsed time*/
}

sortrec *sort(size,start,comp,swap,n)
int size,n;
sortrec *start;
long (*comp)(),(*swap)();

/*This is essentially identical to that in the Kernighan and Ritchie text.
The call includes size (the number of records), start (a pointer to the
first record), comp and swap (routines for comparing and swapping byte
strings, given pointers to them, and the number of bytes contained therein,
and n (the number of bytes in the sort key)*/

{
    int gap,i,j;
    for (gap = n/2; gap > 0; gap /= 2)
        for (i=gap; i<n; i++)
            for (j=i-gap; j>=0; j-=gap) {
                if ((*comp)(start+j,start+j+gap,size) <= 0) break;
                (*swap)(start+j,start+j+gap,size);
            }
}

comp(val1,val2,n)
char *val1,*val2;
int n;

{
    register i;
    for (i=0; i<n; ++i) {
        if (*(val1+i) < *(val2+i)) return (-1);
        else if (*(val1+i) > *(val2+i)) return(1);
    }
    return 0;
}

swap(val1,val2,n)
char *val1,*val2;
int n;

{
    register i,temp;
    for (i=0; i<n; ++i) {
        temp = *val1;
        *val1++ = *val2;
        *val2++ = temp;
    }
}

```

End Listings



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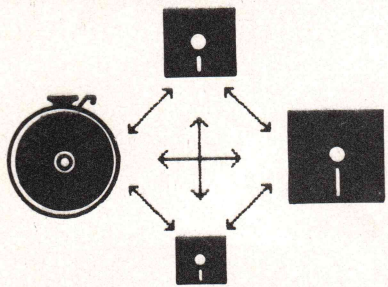
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## HIGH SPEED THRILLS

### Listing One (Text begins on page 46.)

These listing are available for downloading from co-author Mike Elkins Fido BBS at (619) 722-8724 which operates at 300 and 1200 baud, 8-bits, no parity, 1 stop-bit.

----- LISTING 1 -----

```

/*
 * Erathosthenes Sieve Prime Number Program in C
 */
#define TRUE 1
#define FALSE 0
#define SIZE 8190
#define SIZEP1 8191
char flags[SIZEP1];
main()
{
    int i, prime, j, count, loops;

    loops = 1;
    while (loops <= 10) /* Changed to 100 for second benchmark */
    {
        count = 0;
        i = 0;
        while (i <= SIZE)
        {
            flags[i] = TRUE;
            i++;
        }
        i = 0;
        while (i <= SIZE)
        {
            if (flags[i])
            {
                prime = i + i + 3;
                j = i + prime;
                while (j <= SIZE)
                {
                    flags[j] = FALSE;
                    j = j + prime;
                }
                count++;
            }
            i++;
        }
        loops++;
    }
    printf("%d primes, %d loops\n", count, loops);
    return;
}

```

End Listing One

### Listing Two

----- LISTING 2 -----

```

/*
 * "DHRYSTONE" Benchmark Program
 *
 * Compile: cl dry.c (Microsoft 3.0)
 * Defines: Defines are provided for old C compiler's
 *           which don't have enums, and can't assign structures.
 *           The time(2) function is library dependant; One is
 *           provided for CI-C86. Your compiler may be different.
 *           This is not required for Microsoft 3.0 which supports
 *           all of the standard calls and will compile asis.
 *
 * MACHINE      OPERATING      COMPILER      DHRYSTONES
 * TYPE         SYSTEM         -----      /SEC
 * -----
 * IBM PC       PCDOS 3.1      Microsoft C 3.0      333
 * IBM PC/AT    PCDOS 3.1      Microsoft C 3.0      1041
 * $ IBM PC/AT  PCDOS 3.0      CI-C86 2.1          684
 * $ ATT 3B2/300 UNIX 5.2      cc                  806
 * $ IBM PC/AT  VENIX/86 2.1   cc                  1000
 * $ Sun2/120   Sun 4.2BSD     cc                  1219
 *
 * The entries with $ supplied by Rick Richardson, who originally converted
 * the program from ADA.
 * The rest are provided by Mike's "C" Board 619-722-8724 .
 *
 * *****
 *
 * The following program contains statements of a high-level programming
 * language (C) in a distribution considered representative:
 *
 * assignments          53%
 * control statements    32%
 * procedure, function calls 15%
 *
 * 100 statements are dynamically executed. The program is balanced with
 * respect to the three aspects:
 * - statement type
 * - operand type (for simple data types)
 * - operand access

```



```

*
*      operand global, local, parameter, or constant.
*
*      The combination of these three aspects is balanced only approximately.
*
*      The program does not compute anything meaningful, but it is
*      syntactically and semantically correct.
*/

/* Compiler dependent options */
#undef NOENUM          /* Define if compiler has no enum's */
#undef NOSTRUCTASSIGN  /* Define if compiler can't assign structures */
#undef NOTIME          /* Define if no time() function in library */

#ifdef NOSTRUCTASSIGN
#define structassign(d, s)    memcpy(&(d), &(s), sizeof(d))
#else
#define structassign(d, s)    d = s
#endif

#ifdef NOENUM
#define Ident1 1
#define Ident2 2
#define Ident3 3
#define Ident4 4
#define Ident5 5
typedef int    Enumeration;
#else
typedef enum   {Ident1, Ident2, Ident3, Ident4, Ident5} Enumeration;
#endif

typedef int    OneToThirty;
typedef int    OneToFifty;
typedef char   CapitalLetter;
typedef char   String30[31];
typedef int    Array1Dim[51];
typedef int    Array2Dim[51][51];

struct Record
{
    struct Record    *PtrComp;
    Enumeration      Discr;
    Enumeration      EnumComp;
    OneToFifty       IntComp;
    String30          StringComp;
};

typedef struct Record RecordType;
typedef RecordType *  RecordPtr;
typedef int            boolean;

#define NULL          0
#define TRUE          1
#define FALSE         0

#ifdef REG
#define REG
#endif

extern Enumeration    Func1();
extern boolean        Func2();

main()
{
    Proc0();
}

/*
 * Package 1
 */
int            IntGlob;
boolean        BoolGlob;
char           Char1Glob;
char           Char2Glob;
Array1Dim      Array1Glob;
Array2Dim      Array2Glob;
RecordPtr      PtrGlob;
RecordPtr      PtrGlobNext;

Proc0()
{
    OneToFifty      IntLoc1;
    REG OneToFifty  IntLoc2;
    OneToFifty      IntLoc3;
    REG char         CharLoc;
    REG char         CharIndex;
    REG Enumeration  EnumLoc;
    String30         String1Loc;
    String30         String2Loc;

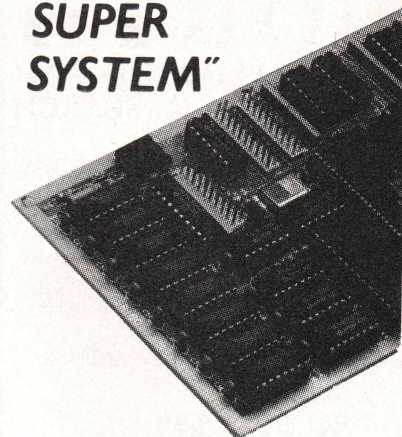
#define LOOPS        50000
long                time();

```

(continued on next page)

Byte Magazine called it.

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## HIGH SPEED THRILLS

### Listing Two (Listing continued, text begins on page 46.)

```

long                starttime;
long                benchtime;
long                nulltime;
register unsigned int i;
starttime = time(0);
for (i = 0; i < LOOPS; ++i);
nulltime = time(0) - starttime;

PtrGlobNext = (RecordPtr) malloc(sizeof(RecordType));
PtrGlob = (RecordPtr) malloc(sizeof(RecordType));
PtrGlob->PtrComp = PtrGlobNext;
PtrGlob->Discr = Ident1;
PtrGlob->EnumComp = Ident3;
PtrGlob->IntComp = 40;
strcpy(PtrGlob->StringComp, "DHRYSTONE PROGRAM, SOME STRING");

/*****
-- Start Timer --
*****/
starttime = time(0);
for (i = 0; i < LOOPS; ++i)
{
    Proc5();
    Proc4();
    IntLoc1 = 2;
    IntLoc2 = 3;
    strcpy(String2Loc, "DHRYSTONE PROGRAM, 2'ND STRING");
    EnumLoc = Ident2;
    BoolGlob = ! Func2(String1Loc, String2Loc);
    while (IntLoc1 < IntLoc2)
    {
        IntLoc3 = 5 * IntLoc1 - IntLoc2;
        Proc7(IntLoc1, IntLoc2, &IntLoc3);
        ++IntLoc1;
    }
    Proc8(Array1Glob, Array2Glob, IntLoc1, IntLoc3);
    Proc1(PtrGlob);
    for (CharIndex = 'A'; CharIndex <= Char2Glob; ++CharIndex)
        if (EnumLoc == Func1(CharIndex, 'C'))
            Proc6(Ident1, &EnumLoc);
    IntLoc3 = IntLoc2 * IntLoc1;
    IntLoc2 = IntLoc3 / IntLoc1;
    IntLoc2 = 7 * (IntLoc3 - IntLoc2) - IntLoc1;
    Proc2(&IntLoc1);
}

/*****
-- Stop Timer --
*****/
benchtime = time(0) - starttime - nulltime;
printf("Dhrystone time for %ld passes = %ld\n", (long) LOOPS, benchtime);
printf("This machine benchmarks at %ld dhrystones/second\n",
        ((long) LOOPS) / benchtime);
}

Proc1(PtrParIn)
REG RecordPtr PtrParIn;
{
#define NextRecord    (*(PtrParIn->PtrComp))

    structassign(NextRecord, *PtrGlob);
    PtrParIn->IntComp = 5;
    NextRecord.IntComp = PtrParIn->IntComp;
    NextRecord.PtrComp = PtrParIn->PtrComp;
    Proc3(NextRecord.PtrComp);
    if (NextRecord.Discr == Ident1)
    {
        NextRecord.IntComp = 6;
        Proc6(PtrParIn->EnumComp, &NextRecord.EnumComp);
        NextRecord.PtrComp = PtrGlob->PtrComp;
        Proc7(NextRecord.IntComp, 10, &NextRecord.IntComp);
    }
    else
        structassign(*PtrParIn, NextRecord);

#undef NextRecord
}

Proc2(IntParIO)
OneToFifty *IntParIO;
{
    REG OneToFifty IntLoc;
    REG Enumeration EnumLoc;

    IntLoc = *IntParIO + 10;
    for(;;)
    {
        if (Char1Glob == 'A')
            break;
    }
}

```



```

--IntLoc;
*IntParIO = IntLoc - IntGlob;
EnumLoc = Ident1;
}
if (EnumLoc == Ident1)
    break;
}

Proc3(PtrParOut)
RecordPtr *PtrParOut;
{
    if (PtrGlob != NULL)
        *PtrParOut = PtrGlob->PtrComp;
    else
        IntGlob = 100;
    Proc7(10, IntGlob, &PtrGlob->IntComp);
}

Proc4()
{
    REG boolean BoolLoc;

    BoolLoc = Char1Glob == 'A';
    BoolLoc |= BoolGlob;
    Char2Glob = 'B';
}

Proc5()
{
    Char1Glob = 'A';
    BoolGlob = FALSE;
}

extern boolean Func3();

Proc6(EnumParIn, EnumParOut)
REG Enumeration EnumParIn;
REG Enumeration *EnumParOut;
{
    *EnumParOut = EnumParIn;
    if (! Func3(EnumParIn))
        *EnumParOut = Ident4;
    switch (EnumParIn)
    {
        case Ident1: *EnumParOut = Ident1; break;
        case Ident2: if (IntGlob > 100) *EnumParOut = Ident1;
                     else *EnumParOut = Ident4;
                     break;
        case Ident3: *EnumParOut = Ident2; break;
        case Ident4: break;
        case Ident5: *EnumParOut = Ident3;
    }
}

Proc7(IntParI1, IntParI2, IntParOut)
OneToFifty IntParI1;
OneToFifty IntParI2;
OneToFifty *IntParOut;
{
    REG OneToFifty IntLoc;

    IntLoc = IntParI1 + 2;
    *IntParOut = IntParI2 + IntLoc;
}

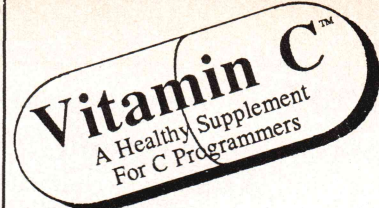
Proc8(Array1Par, Array2Par, IntParI1, IntParI2)
Array1Dim Array1Par;
Array2Dim Array2Par;
OneToFifty IntParI1;
OneToFifty IntParI2;
{
    REG OneToFifty IntLoc;
    REG OneToFifty IntIndex;

    IntLoc = IntParI1 + 5;
    Array1Par[IntLoc] = IntParI2;
    Array1Par[IntLoc+1] = Array1Par[IntLoc];
    Array1Par[IntLoc+30] = IntLoc;
    for (IntIndex = IntLoc; IntIndex <= (IntLoc+1); ++IntIndex)
        Array2Par[IntLoc][IntIndex] = IntLoc;
    ++Array2Par[IntLoc][IntLoc-1];
    Array2Par[IntLoc+20][IntLoc] = Array1Par[IntLoc];
    IntGlob = 5;
}

Enumeration Func1(CharPar1, CharPar2)
CapitalLetter CharPar1;
CapitalLetter CharPar2;
{
    REG CapitalLetter CharLoc1;
    REG CapitalLetter CharLoc2;
}

```

(continued on next page)



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## Listing Two (Listing continued, text begins on page 46.)

```

CharLoc1 = CharPar1;
CharLoc2 = CharLoc1;
if (CharLoc2 != CharPar2)
    return (Ident1);
else
    return (Ident2);
}

boolean Func2(StrParI1, StrParI2)
String30    StrParI1;
String30    StrParI2;
{
    REG OneToThirty    IntLoc;
    REG CapitalLetter  CharLoc;

    IntLoc = 1;
    while (IntLoc <= 1)
        if (Func1(StrParI1[IntLoc], StrParI2[IntLoc+1]) == Ident1)
        {
            CharLoc = 'A';
            ++IntLoc;
        }
    if (CharLoc >= 'W' && CharLoc <= 'Z')
        IntLoc = 7;
    if (CharLoc == 'X')
        return(TRUE);
    else
    {
        if (strcmp(StrParI1, StrParI2) > 0)
        {
            IntLoc += 7;
            return (TRUE);
        }
        else
            return (FALSE);
    }
}

```

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Dr. Dobb's Journal, September 1986



```

}
boolean Func3(EnumParIn)
REG Enumeration EnumParIn;
{
    REG Enumeration EnumLoc;

    EnumLoc = EnumParIn;
    if (EnumLoc == Ident3) return (TRUE);
    return (FALSE);
}

#ifdef NOSTRUCTASSIGN
memcpy(d, s, l)
register char *d;
register char *s;
int l;
{
    while (l-- > 0) *d++ = *s++;
}
#endif

/*
 * Library function for compilers with no time(2) function in the
 * library.
 */
#ifdef NOTIME
long time(p)
long *p;
{
    /* CI-C86 time function - don't use around midnight */
    long t;
    struct regval { unsigned int ax,bx,cx,dx,si,di,ds,es; } regs;

    regs.ax = 0x2c00;
    sysint21(&regs, &regs);
    t = ((regs.cx >> 8) * 60L + (regs.cx & 0xff) * 60L + (regs.dx >> 8));
    if (p) *p = t;
    return t;
}
#endif

```

End Listings

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## 16-BIT

### Listing One (Text begins on page 108.)

Listing 1.

- 1) copy masm.exe masm.sav (to make a backup)
- 2) ren masm.exe masm.fix (debug.com can't write EXE files)
- 3) debug masm.fix
  - 3a) D 72B8 L 22 (should see 34 bytes of 00)
  - 3b) E 72B8
 

```
enter these bytes:
8B 1E D6 09 C6 06 C0 01 00 E9 75 02 C4 57 06 FE
06 C0 01 E9 74 02 80 7C FF 1A 74 03 39 9D 02 4E
EB F4
```
  - 3c) U 7535 L 1 (should see "MOV BX, [09D6]" )
  - 3d) E 7535
 

```
enter these bytes: E9 80 FD
```
  - 3e) U 753F L 1 (should see "LES DX, [BX+06]" )
  - 3f) E 753F
 

```
enter these bytes: E9 82 FD
```
  - 3g) U 756D L 1 (should see "CMP BYTE PTR [SI-01], 1A" )
 

```
enter these bytes: E9 5E FD
```
  - 3h) W (to write changes to masm.fix)
  - 3i) Q (to exit debug.com)
- 4) ren masm.fix masm.exe
- 5) Test masm.exe to make sure changes have been made correctly. If not, copy masm.sav to masm.exe and try again.

**End Listing One**

### Listing Two

Listing Two

```

////////////////////////////////////
;;;                               ;;;
;;;      hpkiio      Basic I/O functions using handle packing.      ;;;
;;;                               ;;;
;;;      Written By   Paul M. Adams      ;;;
;;;                  Route 4 Box 23      ;;;
;;;                  Shelbyville, KY 40065      ;;;
;;;                               ;;;
////////////////////////////////////

include model.h
include prologue.h

////////////////////////////////////
;;;                               ;;;
;;;      hcreate(dsn, attr)                               ;;;
;;;      unsigned char *dsn; /* Data Set Name */           ;;;
;;;      int attr; /* file attribute byte */               ;;;
;;;                               ;;;
;;;      hold handle = psp_handle[19]                     ;;;
;;;      psp_handle[19] = FF                               ;;;
;;;      call dos to create file                           ;;;
;;;      if error                                           ;;;
;;;      retval = -1                                       ;;;
;;;      else                                              ;;;
;;;      retval = psp_handle[dos_handle]                  ;;;
;;;      psp_handle[dos_handle] = FF                      ;;;
;;;      psp_handle[19] = hold_handle                     ;;;
;;;      return(retval) - real dos handle                  ;;;
////////////////////////////////////

hcreate proc
public hcreate
push es
push bp
mov bp, sp
sub sp, 2
dsn equ [bp + 6]
attr equ [bp + 8]
hold_handle equ [bp - 2]

mov ah, 62h
int 21h
mov es, bx

```



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- D. 10 to 99
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- D. less than once per week.

**VIII. In my job function, I:**

- A. design software and/or write code.
- B. design software.
- C. write code.
- D. don't design software or write code.

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```

mov     al, byte ptr es:[18h + 19]
xor     ah, ah
mov     hold_handle, ax
mov     byte ptr es:[18h + 19], 0ffh

mov     ah, 3ch
mov     dx, ds
mov     cx, attr
int     21h
jc      hcreate_error

mov     bx, ax
mov     al, byte ptr es:[bx + 18h]
xor     ah, ah
mov     byte ptr es:[bx + 18h], 0ffh
jmp     hcreate_done

hcreate_error:
mov     ax, 0ffffh

hcreate_done:
push    ax
mov     ax, hold_handle
mov     byte ptr es:[18h + 19], al
pop     ax

hcreate_exit:
mov     sp, bp
pop     bp
pop     es
ret

hcreate endp

```

```

////////////////////////////////////
;;;                                     ;;;
;;; hopen(dsn, mode)                  ;;;
;;; unsigned char *dsn; /* Data Set Name */ ;;;
;;; int mode; /* DOS open mode */ ;;;
;;;                                     ;;;
;;; hold handle = psp_handle[19] ;;;
;;; psp_handle[19] = FF ;;;
;;; call dos to open file ;;;
;;; if error ;;;
;;;     retval = -1 ;;;
;;; else ;;;
;;;     retval = psp_handle[dos_handle] ;;;
;;;     psp_handle[dos_handle] = FF ;;;
;;; psp_handle[19] = hold_handle ;;;
;;; return(retval) - real dos handle ;;;
////////////////////////////////////

```

```

hopen proc
public hopen

```

```

push    es
push    bp
mov     bp, sp
sub     sp, 2

```

```

dsn      equ [bp + 6]
mode     equ [bp + 8]
hold_handle equ [bp - 2]

```

```

mov     ah, 62h
int     21h
mov     es, bx

```

```

mov     al, byte ptr es:[18h + 19]
xor     ah, ah
mov     hold_handle, ax
mov     byte ptr es:[18h + 19], 0ffh

```

```

mov     ax, mode
mov     ah, 3dh
mov     dx, ds
int     21h
jc      hopen_error

```

```

mov     bx, ax
mov     al, byte ptr es:[bx + 18h]
xor     ah, ah
mov     byte ptr es:[bx + 18h], 0ffh
jmp     hopen_done

```

```

hopen_error:
mov     ax, 0ffffh

```

```

hopen_done:
push    ax
mov     ax, hold_handle
mov     byte ptr es:[18h + 19], al
pop     ax

```

```

hopen_exit:

```

(continued on next page)



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# 16-BIT

## Listing Two (Listing continued, text begins on page 108.)

```

    mov     sp, bp
    pop     bp
    pop     es
    ret
hopen     endp

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;;;
;;; hclose(handle)
;;; int handle; /* File handle from hopen */
;;;
;;; hold_handle = psp_handle[19]
;;; psp_handle[19] = handle
;;;
;;; call dos to close handle
;;; if error
;;;     retval = -1
;;; else
;;;     retval = 0
;;;
;;; psp_handle[19] = hold_handle
;;; return (retval)
;;;
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

hclose     proc
public     hclose

    push    es
    push    bp
    mov     bp, sp
    sub     sp, 2

    handle     equ [bp + 2]
    hold_handle equ [bp - 2]

    mov     ah, 62h
    int     21h
    mov     es, bx

    mov     al, byte ptr es:[18h + 19]
    xor     ah, ah
    mov     hold_handle, ax
    mov     ax, handle
    mov     byte ptr es:[18h + 19], al
    mov     bx, 19
    mov     ah, 3eh
    int     21h
    jc      hclose_error

    xor     ax, ax
    jmp     hclose_done

hclose_error:
    mov     ax, 0ffffh

hclose_done:
    push    ax
    mov     ax, hold_handle
    mov     byte ptr es:[18h + 19], al
    pop     ax

hclose_exit:
    mov     sp, bp
    pop     bp
    pop     es
    ret

hclose     endp

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;;;
;;; hget(handle, ioarea, len)
;;; int handle; /* File handle from hopen */
;;; unsigned char *ioarea; /* Input Buffer */
;;; int len; /* Number of bytes to read */
;;;
;;; hold_handle = psp_handle[19]
;;; psp_handle[19] = handle
;;;
;;; call dos to read file
;;; if error
;;;     retval = -1
;;; else
;;;     retval = number of bytes read
;;;
;;; psp_handle[19] = hold_handle
;;; return (retval)
;;;
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
```



```

hget      proc
         public hget

         push    es
         push    bp
         mov     bp,sp
         sub     sp, 2

handle    equ [bp + 6]
get_area  equ [bp + 8]
get_len   equ [bp + 10]
hold_handle equ [bp - 2]

         mov     ah, 62h
         int     21h
         mov     es, bx

         mov     al, byte ptr es:[18h + 19]
         xor     ah, ah
         mov     hold_handle, ax

         mov     ax, handle
         mov     byte ptr es:[18h + 19], al
         mov     dx, get_area
         mov     cx, get_len
         mov     bx, 19
         mov     ah, 3fh
         int     21h
         jc      hget_error
         jmp     hget_done

hget_error:
         mov     ax, 0ffffh

hget_done:
         push    ax
         mov     ax, hold_handle
         mov     byte ptr es:[18h + 19], al
         pop     ax

hget_exit:
         mov     sp, bp
         pop     bp
         pop     es
         ret

hget      endp

```

```

////////////////////////////////////
;;;
;;;      hput(handle, ioarea, len)
;;;      int      handle;          /* File handle from hopen */
;;;      unsigned char *ioarea;    /* Output buffer */
;;;      int      len;             /* Number of bytes to write*/
;;;
;;;      hold_handle = psp_handle[19]
;;;      psp_handle[19] = handle
;;;
;;;      call dos to write file
;;;      if error
;;;          retval = -1
;;;      else
;;;          retval = number of bytes written
;;;
;;;      psp_handle[19] = hold_handle
;;;      return (retval)
////////////////////////////////////
hput      proc
         public hput

         push    es
         push    bp
         mov     bp,sp
         sub     sp, 2

handle    equ [bp + 6]
put_area  equ [bp + 8]
put_len   equ [bp + 10]
hold_handle equ [bp - 2]

         mov     ah, 62h
         int     21h
         mov     es, bx

         mov     al, byte ptr es:[18h + 19]
         xor     ah, ah
         mov     hold_handle, ax

         mov     ax, handle
         mov     byte ptr es:[18h + 19], al
         mov     dx, put_area
         mov     cx, put_len
         mov     bx, 19
         mov     ah, 40h
         int     21h
         jc      hput_error
         jmp     hput_done

```

(continued on next page)



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## Listing Two (Listing continued, text begins on page 108.)

```

hput_error:
    mov     ax, 0ffffh

hput_done:
    push    ax
    mov     ax, hold_handle
    mov     byte ptr es:[18h + 19], al
    pop     ax

hput_exit:
    mov     sp, bp
    pop     bp
    pop     es
    ret

hput     endp

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;;;
;;; long int hseek(handle, rba, method)
;;; int handle; /* File handle from hopen */
;;; long int rba; /* Relative Byte address */
;;; int method; /* Seek method */
;;;
;;; hold_handle = psp_handle[19]
;;; psp_handle[19] = handle
;;;
;;; call dos to seek to rba
;;; if error
;;;     retval = -1
;;; else
;;;     retval = seek address
;;;
;;; psp_handle[19] = hold_handle
;;; return (retval)
;;;
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

hseek     proc
public hseek

    push    es
    push    bp
    mov     bp, sp
    sub     sp, 2

    handle     equ [bp + 6]
    rba_low    equ [bp + 8]
    rba_high   equ [bp + 10]
    seek_method equ [bp + 12]
    hold_handle equ [bp - 2]

    mov     ah, 62h
    int     21h
    mov     es, bx

    mov     al, byte ptr es:[18h + 19]
    xor     ah, ah
    mov     hold_handle, ax
    mov     ax, handle
    mov     byte ptr es:[18h + 19], al
    mov     dx, rba_low
    mov     cx, rba_high
    mov     ax, seek_method
    mov     ah, 42h
    mov     bx, 19
    int     21h
    jc      hseek_error
    jmp     hseek_done

hseek_error:
    mov     ax, 0ffffh
    mov     dx, ax

hseek_done:
    push    ax
    mov     ax, hold_handle
    mov     byte ptr es:[18h + 19], al
    pop     ax

hseek_exit:
    mov     sp, bp
    pop     bp
    pop     es
    ret

hseek     endp

    include epilogue.h
end

```

End Listing Two



## Listing Three

### Listing Three

```
#include <stdio.h>

#define MAXF 256

struct { int scs, sss, sds, ses; } sreg;
struct { int ax, bx, cx, dx, si, di, ds, es; } dreg;

main(argc, argv)
int argc;
unsigned char *argv;
{
    int fid[MAXF];
    int i;
    int j;
    int c;
    long l;
    int lastfile;
    char dsn[30];
    char line[80];
    long int hseek();

    segread(&sreg);
    dreg.ax = 0x6200;
    sysint21(&dreg, &dreg);
    printf("\nCreate files");

    for (i = 0; i < MAXF; i++) {
        sprintf(dsn, "\\test\\bt%d.dat", i);
        c = hcreate(dsn, 0);
        fid[i] = c;
        printf("\nCreate dsn = %s, handle = %3d", dsn, c);

        if (c == -1) {
            break;
        }
    }
    lastfile = i;
    printf("\n");

    printf("\nWrite files");

    for (i = 0; i < lastfile; i++) {
        printf("\nWriting file number %02d", i);

        for (j = 0; j < 10; j++) {
            sprintf(line, "out file no %03d line no %02d\nr", i, j);
            c = hput(fid[i], line, 28);
        }
    }
    printf("\nClose files");

    for (i = 0; i < lastfile; i++) {
        c = hclose(fid[i]);
        printf("\nreturn from close %3d = %3d", i, c);
    }

    printf("\nOpen files");

    for (i = 0; i < lastfile; i++) {
        sprintf(dsn, "\\test\\bt%d.dat", i);
        c = hopen(dsn, 0);
        fid[i] = c;
        printf("\nOpen dsn = %s, handle = %3d", dsn, c);
    }

    printf("\nRead files");

    for (i = 0; i < lastfile; i++) {
        l = 28 * (i % 10);
        l = hseek(fid[i], 1, 0);
        c = hget(fid[i], line, 28);
        line[26] = 0;
        printf("\nhseek return = %3d, get return = %3d, line = %s", l, c, line);
    }

    printf("\nClose files");

    for (i = 0; i < lastfile; i++) {
        c = hclose(fid[i]);
        printf("\nreturn from close %3d = %3d", i, c);
    }
}
```

End Listings



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# RIGHT TO ASSEMBLE

## Listing One (Text begins on page 114.)

```

INFO $Header: worm.a-v 1.2 86/03/24 01:44:36 jans Exp $
**** The Worm Memory Test *****
* Author: Jan W. Steinman, 2002 Parkside Ct., West Linn, OR 97068.
*
* The Worm memory test has three parts. Init sets up the registers for the
* Worm. The Display Manager interacts with the Worm each pass and periodically
* Displays the Worm's progress. The Worm itself Worms itself through memory,
* from high to low, checking memory against a copy of itself. The Droppings
* form a pattern through memory when the test is complete.
*
* This version runs on the Tektronix 4404 under Uniflex. System dependent code
* is mostly segregated to the Init, Display, Disable and Enable routines. Two
* instructions in the Worm routine are system dependent, for enabling and
* disabling interrupts.
*
* Register usage:
* D0 scratch register.
* D1 scratch register.
* D2 scratch register.
* D3 scratch register.
* D4
* D5 address mask for determining if time to show progress.
* D6 base of memory area under test.
* D7 length of Worm in long words.
* A0 scratch register.
* A1 scratch register.
* A2 scratch register.
* A3 pointer to Display manager for position independent access.
* A4 pointer to permanent Worm image for comparison.
* A5 pointer to crawling Worm image.
* A6
* A7 stack pointer.
*
* These included files contain system definitions and interrupt (signal)
* numbers for the Uniflex operating system. Don't bother to list these.
*
OPT lis
DEFINE (This makes all labels global for debug.)
*
* Set D_MASK with the bits that are zero at each progress report.
*
0000 03FC D_MASK EQU $00003FC Report each boundary passed.
0000 0004 REL_SIZ EQU 4 Relocation is four bytes at a time.
0000 8000 MEM_SIZ EQU $2000*REL_SIZ Test a 32K chunk.
0000 0002 DISABLE EQU 2 Trap number for Disable routine.
0000 0003 ENABLE EQU 3 Trap number for Enable routine.
0000 000D CR EQU $0D Carriage return.
0000 000A LF EQU $0A Line feed.
*
* Uniflex will not allow intersection math, so put all the code in the DATA
* section, and don't use TEXT or BSS at all!
*
000000 DATA Assemble into writable data section.
0000 0000 MemBeg EQU *
*
**** hexadecimalize *****
* hexadecimalize converts a long word to eight ASCII hexadecimal characters.
* This routine is machine and OS independent. It uses a simple table look-up
* to generate the hexadecimal string.
*
* Entry: d0 -- Long word to be converted to hex.
* a0 -- Pointer to buffer where hex characters will go.
*
* Exit: d2 -- -1. (Just in case someone cares!)
* d0 -- unchanged.
* -8(a0) -- points to eight ASCII characters.
*
* Uses: d3 -- nybble mask: constant $0F.
* d2 -- nybble counter.
* d1 -- current nybble to convert is LSN.
*
000000 3031 3233 3435 CharTab DC.B '0123456789ABCDEF' Where we keep our hex characters.
000010 hexadecimalize
000010 7407 move.l #7,d2 Bytes to make - 1.
000012 760F move.l #$0F,d3 Nybble mask.
000014 E998 HexLoop rol.l #4,d0 Shift the next nybble into the LSN, <-----+
000016 2200 move.l d0,d1 make a copy for masking, |
000018 C283 and.l d3,d1 mask out all but least significant nybble, |
* index into char table and store result. |
* move.b CharTab(pc,d1),(a0)+ |
00001A 10FB 10E4 dbra d2,HexLoop Repeat until done, and when done, -----+
00001E 51CA FFF4 rts hit the road, Jack. -->
000022 4E75
*
**** Manager *****
* Manager checks the Worm's progress, and periodically reports to the Display.
* This routine is also entered if an error is encountered.
*
* Entry: d0 -- W_LONGS complement of pass count if error, else -1.
* a1 -- test address pass/fail value.
*
* Exit: via direct jump to Worm at (A5).

```



```

*      Uses:      d3, d2, d1, d0, a7, a1, a0
*
*      Stack:      one level, plus needs of Display.
*
000024 0D57 6F72 6D20 ErrMsg DC.B      CR, 'Worm reports memory error at '
000042 ErrAddrMsg
000042 3030 3030 3030 DC.B      '00000000 on pass '
000053 ErrCountMsg
000053 3030 3030 3030 DC.B      '00000000.', CR
000053 0000 0039 EQU      *-ErrMsg
00005D 0D57 6F72 6D20 DoneMsg DC.B      CR, 'Worm tested memory from '
000076 DoneBegAddrMsg
000076 3030 3030 3030 DC.B      '00000000 through '
000087 DoneEndAddrMsg
000087 3030 3030 3030 DC.B      '00000000 successfully.', CR
000087 0000 0041 EQU      *-DoneMsg
00009E 3030 3030 3030 PProgMsg DC.B      '00000000', CR
00009E 0000 0009 EQU      *-ProgMsg
0000A8 00 EVEN
0000A8 4A40 Manager tst.w      d0 (Stay on legal instruction boundary.)
0000AA 6A30 bpl.s      GetErrMsg Was loop exited by error, or countdown?
0000AC BC8D cmp.l      a5,d6 Error, go report it. -----+
0000AE 6708 beq.s      GetDoneMsg Countdown, so are we done yet?
0000B0 200D move.l      a5,d0 Yes. Go finish up. -----+
0000B2 C085 and.l      d5,d0 No, put the new source where we can
0000B4 674A beq.s      Report look at the bottom bits: on boundary?
0000B6 4ED5 jmp      (a5) Yes, set up for progress report. ---+
                                No. Keep on Crawl'...' -->
                                Finish up. Get the pointer to start addr,
0000B8 41FA FFBC * GetDoneMsg lea      DoneBegAddrMsg(pc), a0 <-----+
0000BC 2009 move.l      a1,d0 and the value to plug in,
0000BE 6100 bsr      hexadecimalize which gets converted, likewise, get
0000C2 41FA FFC3 lea      DoneEndAddrMsg(pc), a0
0000C6 203C 0000 8000 move.l      #MEM SI2, d0 the end address and its value,
0000CC 6100 FF42 bsr      hexadecimalize also converted to hexAscii.
0000D0 41FA FF8B lea      DoneMsg(pc), a0 Get pointer to complete done message,
0000D4 7641 move.l      #D SI2, d3 length of the done message,
0000D6 487A 0050 pea      EXit(pc) push a return pointer,
0000DA 6034 bra.s      Display and go display the message. -----+
                                Make an error report. Get message ptr,
0000DC 41FA FF75 * GetErrMsg lea      ErrCountMsg(pc), a0 <-----+
0000E0 0400 0007 sub.b      #W LONGS-1, d0 convert worm count to a pass count,
0000E4 6100 FF2A bsr      hexadecimalize make it hex for Display. <-->
                                Get addr of ASCII error addr,
0000E8 41FA FF58 * lea      ErrAddrMsg(pc), a0

```

(continued on next page)

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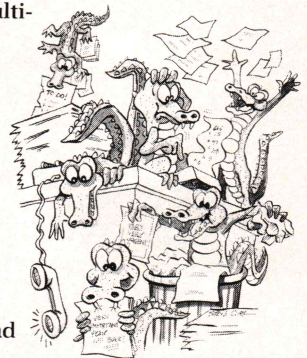
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# RIGHT TO ASSEMBLE

## Listing One (Listing continued, text begins on page 114.)

```

0000EC 70FC          move.l  #-4,d0          get bad long addr to display,  ||
0000EE D089          add.l   a1,d0          less four to account for postincrement, ||
The Worm Memory Test                               Mon Mar 24 02:15:36 1986   page 4

0000F0 6100 FF1E          bsr      hexadecimalize  make it hex for Display. <-->  ||
0000F4 41FA FF2E          lea      ErrMsg(pc),a0    Get pointer to whole err msg,  ||
0000F8 7639          move.l  #E_SIZ,d3        the size for the write,      ||
0000FA 487A 002C          pea      Exit(pc)        push a return pointer,      ||
0000FE 6010          bra.s   Display        and Display the message. -----+ ||
*                                                    Progress report. Get message ptr, ||
000100 41FA FF9C          Report lea      ProgMsg(pc),a0  <-----+ ||
000104 200D          move.l  a5,d0          load the checked address,      |
000106 6100 FF08          bsr      hexadecimalize  make it hex for Display. <-->  |
00010A 5188          sub.l   #8,a0          Regain pointer to the message,    |
00010C 7609          move.l  #P_SIZ,d3        get the size for the write,    |
00010E 4855          pea      (a5)          push a return ptr to the new Worm,  |
*                                                    and drop through into Display.  v

**** Display *****
* Display is an implementation-dependent scheme for reporting the Worm's
* progress. Upon entry, A0 contains a pointer to a string to Display, and D3
* contains the length of the string to Display.
*
* Entry:  d3 -- number of bytes to display.
*         a0 -- address of a string to display.
*
* Uses:   d0 -- file descriptor of stdout.
*         a1 -- scratch register for pointing to SysCall param block.
*
* Stack:  as needed by system call.
*
***** BEGIN SYSTEM-DEPENDENT CODE *****
000110 2F03          Display move.l  d3,-(a7)        Load the byte count, <-----+
000112 2F08          move.l  a0,-(a7)        the actual string pointer,
000114 3F3C 000D          move.w  #write,-(a7)        and the system call index,
000118 204F          move.l  a7,a0          point to the syscall parameter block,
00011A 7001          move.l  #1,d0          load file descriptor for stdout,
X00011C 0000 0001          SYS    indx        and write the message. <-->
000120 DFFC 0000 000A          add.l  #10,a7          Remove the params from the stack, and
000126 4E75          rts          return somewhere. -->
*
* For lack of a better place to put it, the system- dependent exit code is here.
*
X000128 0000 0005          Exit   SYS    term        Terminate this program. (System dependent.)
***** END SYSTEM-DEPENDENT CODE *****

**** Disable, Enable *****
* These routines provide the exclusion mechanism for the non-interruptible code
* in Worm at Crawl. These routines must execute in supervisor state, therefore
* they are executed via the TRAP exception instruction. Enable requires that
* D1 be preserved from the preceding Disable.
*
* Uses:   SR -- interrupt mask is raised and lowered.
*         d2 -- scratch register for restoring original interrupt mask.
*         d1 -- scratch register storage place for old interrupt mask.
*
***** BEGIN SYSTEM-DEPENDENT CODE *****
00012C 40F9 0000 000A          Disable move  sr,l0          Grab the status register,
000132 0241 0300          and.w  #S0300,d1        keep only the interrupt bits,
000136 027C 0300          and    #S0300,sr        and disable all interrupts
+00013A 0000 0008 0000          SYS    cpint,SIGTRAP2,Disable <-->
000146 4E77          rtr          before entering critical code region. -->

000148 40C2          Enable  move  sr,d2          Regain the status register,
00014A 8441          or.w   d1,d2          reset the previous interrupt level,
00014C 46C2          move  d2,sr        and enable the proper interrupts
+00014E 0000 0008 0000          SYS    cpint,SIGTRAP3,Enable <-->
00015A 4E77          rtr          before exiting critical code region. -->
***** END SYSTEM-DEPENDENT CODE *****

**** Worm *****
* Worm is a self-modifying, self-relocating procedure which starts at some
* location in high memory and works its way down to its end address,
* periodically reporting its progress.
*
* The loop at Crawl depends strongly on the 68000 prefetch mechanism. This
* loop will not work on a 68020 machine (which has a 64 entry cache), nor on
* most simulators (which often do not bother to simulate prefetch accurately).
* This loop will also not work with the TRACE bit set, and must be protected
* from all interrupts, including page faults in virtual memory systems.
*
* When this loop moves the DBNE long word at Crawl+4, it overlays the MOVE.L
* and the CMPM.L at Crawl. The CMPM.L is in the prefetch queue, so it gets
* executed even though its memory image has just been clobbered. The DBNE is
* fetched, and its execution flushes the prefetch queue as is the case with all
* branches. Execution continues with the copy of the DBNE just moved, which
* executes again, branching to Crawl-4, the new loop location. Note that the

```



\* loop count gets decremented twice in this scenario, removing the need for the usual predecrement before entering the loop.

```

*
*
* Entry:  d7 -- length of Worm in long words.
*         d6 -- base of memory area to test.
*         d5 -- address mask for display boundary.
*         a5 -- first long word address of Worm at present.
*         a4 -- first long word address of Worm's original image.
*         a3 -- display manager's address.
*
* Exit:   d0 -- W LONGS complement of pass count if error.
*         a5 -- entry value less relocation, i.e.: next pass entry value.
*         a1 -- address pass/fail report value.
*
* Uses:   d0 -- decrementing Worm length.
*         a2 -- incrementing COMPARE address.
*         a1 -- incrementing TO address.
*         a0 -- incrementing FROM address.
*
* Unused: d4, d3, a7, a6.

```

```

00015C 3007
00015E 204D
000160 244C
000162 43ED FFFC

```

```

000166 4E42

```

```

000168 2298

```

```

00016A B589

```

```

00016C 56C8 FFFA

```

```

000170 4E43

```

```

000172 598D

```

```

000174 4E71

```

```

000176 4ED3

```

```

Worm      move.w  d7,d0      Restore the Worm's length,
          move.l  a5,a0      its starting point,
          move.l  a4,a2      and its original address.
          lea     -4(a5),a1   Get the destination for this pass.
*****   B E G I N   S Y S T E M - D E P E N D E N T   C O D E   *****
          trap    #DISABLE   Don't interrupt this critical passage! <-->
*****   E N D   S Y S T E M - D E P E N D E N T   C O D E   *****
Crawl     move.l  (a0)+, (a1) Move a long word piece of Worm, <-----+
          cmp.l   (a1)+, (a2)+ and check it against the original,
          dbne    d0,Crawl    one long word at a time. -----+
*****   B E G I N   S Y S T E M - D E P E N D E N T   C O D E   *****
          trap    #ENABLE    Allow interrupts -- critical section over. <-->
*****   E N D   S Y S T E M - D E P E N D E N T   C O D E   *****
          sub.l   #REL_SIZ,a5 Update the new Worm address,
          nop                                           keep the whole thing on long boundary,
          jmp     (a3)      report to the Manager. -->

```

\*  
 \* The following pattern (which is notoriously hard on 16-bit dynamic RAM  
 \* memories) gets left in memory and can be checked later if desired.  
 \*

(continued on next page)

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# RIGHT TO ASSEMBLE

## Listing One (Listing continued, text begins on page 114.)

```

000178                      Droppings
000178 5555 AAAA             DC.L   $5555AAAA   Pattern to be left in RAM.
0000 0020                W_SIZ  EQU   *-Worm   Length of self-relocating code, in bytes
0000 0008                W_LONGS EQU   W_SIZ/4   and longs.

**** Init *****
* Init performs system-dependent initialization and sets up registers for use
* of Worm and Manager. Init then copies the Worm into the top of test memory
* and starts the Worm crawling.
*
*   Entry:   not applicable.
*
*   Exit:    a5 -- Worm's test image address at top of memory to be tested.
*            a4 -- Worm's permanent image address.
*            a3 -- Manager routine pointer.
*            d7 -- length of Worm in long words.
*            d6 -- base of memory area to test.
*            d5 -- address mask for testing display boundary.
*
0000 017C                Ovrly  EQU   *           This area will be overlaid with the worm.
00017C 576F 726D 206D    LogMsg  DC.B   'Worm memory tester, '
000190 2448 6561 6465    DC.B   '$Header: worm.a-v 1.2 86/03/24 01:44:36 jans Exp $'
0001C4 0D4D 656D 6F72    DC.B   CR, 'Memory checked down to location:', CR
0000 006A                L_SIZ  EQU   *-LogMsg

0001E6 00                      EVEN
                                GLOBAL Init
0001E6                      Init
*
* First, perform some system-dependent initialization: set up the TRAPS needed
* to protect the Worm from interrupts, protect the area to be tested from page
* faults, and write a welcome message.
*
***** BEGIN SYSTEM-DEPENDENT CODE *****
+0001E6 0000 0008 0000    SYS     cpint, SIGTRAP2, Disable   Set up the exception handlers for the
+0001F2 0000 0008 0000    SYS     cpint, SIGTRAP3, Enable     interrupt exclusion routines.
+0001FE 0000 0039 0000    SYS     memman, 1, MemBeg, MemEnd   Protect memory image from page faults.
00020E 7001              move.l  #1, d0                       Prepare and write a stdout
+000210 0000 000D 0000    SYS     write, LogMsg, L_SIZ        welcome message.
***** END SYSTEM-DEPENDENT CODE *****
*
* Next, set up registers that will be used by the Worm and Manager.
*
00021C 2A3C 0000 03FC    move.l  #D_MASK, d5   Get the Display address boundary mask.
000222 41FA FF58        lea       Ovrly(pc), a0   Load the lowest address to test
000226 2C08            move.l  a0, d6             into a data register for comparison,
000228 47FA FE7E        lea       Manager(pc), a3   get the Display Manager's address,
00022C 49FA FFE2        lea       Worm(pc), a4       the Worm's non-crawling image address,
+000230 2A7C 0000 7FE0    move.l  #MemEnd-W_SIZ, a5   and the high-mem Worm start address.
000236 3E3C 0008        move.w  #W_LONGS, d7      Get the Worm's length in longs.
*
* Finally, move the Worm to the top of memory to be tested.
*
00023A 204C            move.l  a4, a0             Get a copy of Worm's permanent image pointer,
00023C 224D            move.l  a5, a1             its test image pointer,
00023E 3007            move.w  d7, d0             and its length in longs.
000240 5340            sub.w   #1, d0
000242 2290            MoveWorm move.l  (a0), (a1)    Move, and compare <-----+
000244 B388            cmp.l   (a0)+, (a1)+      a long word of the Worm |
000246 56C8 FFFA        dbne   d0, MoveWorm      at a time. -----+

00024A 4A40            tst.w   d0             Exit loop by error, or countdown?
00024C 6A00 FE5A        bpl     Manager          Error, go Report it. -->
000250 4ED5            jmp      (a5)             Countdown. Start Crawling! -->
0000 0252                C_SIZ  EQU   *-MemBeg   (Size of non-relocating code.)

000252 0000 0000 0000    DS.B   MEM_SIZ-C_SIZ
0000 8000                EQU     *
                                ENDDDEF
0000 01E6                END     Init           (Set transfer address to the Init.)

0 Errors detected.

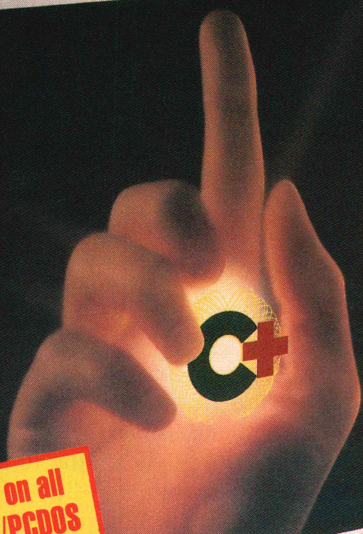
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TEXT SEGMENT = 000000
DATA SEGMENT = 008000
BSS SEGMENT  = 000000

```

End Listing



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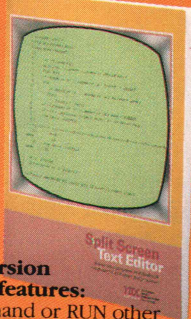
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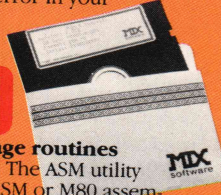
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## MS-DOS Books

In the May 1986 16-Bit Toolbox column, I briefly reviewed some books on MS-DOS assembly-language programming. Since I wrote that column, another interesting book has appeared:

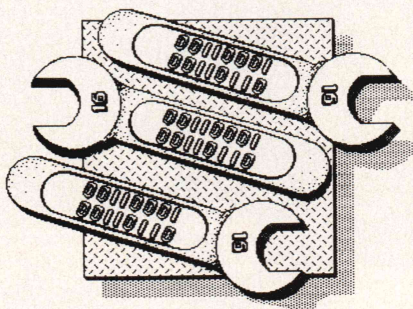
Angermeyer, John, and Jaeger, Kevin. *MS-DOS Developer's Guide*. Indianapolis, Ind.: The Waite Group/Howard K. Sams and Co., 1986. 440 pages with index. \$24.95.

Compared to the previous published efforts on this topic, this is a remarkable book and is the first book on MS-DOS programming that I would actually characterize as being directed at advanced assembly-language programmers (that is, typical *DDJ* readers). Topics covered that have been neglected or ignored in nearly every other book published to date include detailed instructions on use of the advanced features of MASM (macros and conditional assembly), design and coding of memory-resident utilities and run-time libraries, memory management, installable device drivers, local-area networks, real-time programming under MS-DOS, disk-layout and file-recovery information, and the functional differences between MS-DOS versions.

The text of the book is well supplemented with assembly-language examples in the form of subroutines or complete working programs. The authors have included many tidbits of information and programming pearls (such as the method for removing a memory-resident program) that are obviously derived from extensive personal experience. I predict that nearly every reader of this column will find something new and useful

by Ray Duncan

in this book and that they will consider it money well invested.



## The BIOS Done It

The short description of my problems with the PC/AT VDISK program in the April 1986 column drew a flurry of mail from readers. The first, and most caustic, reply came from George Scotten of Springfield, Vermont. Mr. Scotten wrote: "Ray Duncan's column is a classic case of RYFM (read your fact-filled manual)!... Although he claims that he and his co-workers spent a lot of time poring over the IBM tech ref manual, the time might have been better spent reading it.... Interrupts *0f1h-0ffh* are listed as reserved interrupts, and anyone using a reserved interrupt deserves what they get.... It only took this amateur 30 seconds to resolve his problem...."

Well, this letter from Mr. Scotten rattled me for a few minutes, I must admit. I leaped out of my chair and consulted my PC/XT and PC/AT technical reference manuals once again. No, I wasn't hallucinating: although the manuals clearly state that some interrupt ranges are "Reserved" (for example, *28h-3fh*, *40h-5fh*, and *80h-85h*), the interrupts *0f1h-0ffh* are definitely tagged "Not Used" rather than "Reserved." (See *PC/AT Technical Reference Manual*, p. 5-6, and *PC Technical Reference 2.02 Manual*, p. 2-8.)

A considerably more helpful letter came from Thomas Thurston, of Intel Corp., who wrote: "... Actually, the problem is not in VDISK at all but in the PC/AT ROM BIOS function that VDISK uses to access extended memory (BIOS interrupt *15h*, function *87h*, pp. 5-150 to 5-155 of the *PC/AT Techni-*

*cal Reference Manual*). This BIOS function creates 80286 protected mode descriptor tables and then switches to protected mode so that it can access extended memory directly. As you noted in your column, to get out of protected mode, the BIOS sets a special value in the CMOS RAM, outputs a signal to cause a *RESET*, and then halts. In the power-up sequence after the *RESET* signal is received (pp. 5-33 to 5-35), the value from the CMOS RAM is checked. If it indicates that the *RESET* was caused by a shutdown, control is returned to the code that requested the shutdown.

"There are some side effects of going through the *RESET* sequence. The registers do not have the values they had before the shutdown. In particular, the stack registers (*SS* and *SP*) are lost. *RESET* initializes *SS* to 0 and leaves the value of *SP* undefined. The BIOS code recognizes this, but it handles it in a way that causes problems. After the power-up code recognizes that a shutdown has occurred, before transferring control back to the point that requested the shutdown, it initializes *SS* to *0030h* and *SP* to *0100h* (p. 5-34 and p. 5-29). This area of memory (absolute addresses *300h-400h*) overlaps the end of the interrupt vector table. During system initialization, this isn't a problem. However, when the area is used as a stack during the *RESET* sequence to come out of protected mode, some of the entries in the interrupt vector table are trashed.

"When control is returned to the point in the BIOS code that requested the shutdown (p. 5-152), one of the first things it does is restore the user's stack (the values of *SS* and *SP* were saved previously). Before restoring *SS* and *SP*, however, the code actually does two procedure calls (which will cause two return addresses to be pushed on the stack). One of the procedures calls another procedure, which uses the stack to save the value of *CX*. In all, three words (6 bytes) of



stack space are used before the user stack registers are restored.

"With the Intel 8086 architecture, *SP* is decremented before pushing values onto the stack. Thus the last 6 bytes of the interrupt vector table are used as stack space and destroyed by this BIOS function. Each entry in the interrupt vector table uses 4 bytes. This means that the vectors for interrupts *Ofeh* and *Offh* are always lost (after a transition to protected mode and back again).

"It seems to me, however, that the problem is even more severe than this. When *SS* and *SP* are initialized by the *RESET* sequence (p. 5-34), the interrupts are turned off before and on again afterward. The reason for turning the interrupts off is to avoid the problem of an interrupt occurring while the stack is in an undefined state (after setting *SS* but before setting *SP*). However, it is not necessary to turn the interrupts off if *SP* is loaded during the very next instruction after loading *SS* because the 286 always inhibits interrupts until completing the next instruction after loading *SS*.

"In fact, turning the interrupts off and then on again causes problems because it leaves the interrupts on later, while the subsequent code (pp. 5-152 and 5-153) assumes that interrupts are off. In the first place, more than just the last entries in the interrupt vector table will be trashed if any interrupts occur before the user's stack is restored. Second, the code that restores the user's stack does not turn interrupts off when restoring *SS* and *SP*, and it executes an additional instruction after loading *SS* before loading *SP*. An interrupt at this point would trash arbitrary locations in the user's stack segment." [These might overlap and destroy locations in the user's code and data segments.—Ray]

Hans Pufal, Tom Roberts, and Bob Sharpe, among others, also sent de-

and	al,0fh
add	al,90h
daa	
add	al,40h
daa	

**Table 1:** Pop quiz from Hans Pufal: What does this code do?

tailed explanations of the VDISK problem giving essentially the same information. Hans Pufal threw in a little conundrum for the amusement of *DDJ* readers (Table 1, below), and Bob Sharpe also added: "There is a block of interrupts specifically reserved for user programs (interrupts 60h–67h). The only 'problem' with using these interrupts is one of conflicting usage with other programs (for example, the Expanded Memory Manager for the Intel Above Board and other Lotus/Intel/Microsoft EMS implementations uses interrupt 67h). This need not be a problem for any application that can save the old interrupt vector, use the interrupt during execution, and finally restore the original interrupt.

"It might be noted that the original PC/AT BIOS has quite a collection of errors (for example, see the clever way the zero flag is set only a few lines later on p. 5-153 and followed by *IRET*). The newer 'infamous' BIOS that cripples the system to a 6-MHz clock rate includes fixes for nearly all the

BIOS problems we had located."

## Microsoft Macro Assembler

In my May 1986 column, I noted a new problem that appeared in Version 4 of the Microsoft Macro Assembler such that end-of-file marks (*lah*) don't seem to be recognized at the end of *include* files, resulting in confusing error messages if the text file was written with certain editors (such as WordStar in nondocument mode). The technical-support people at Microsoft have supplied a patch that will correct this problem (see Listing One, page 96).

With regard to another potential problem, David Gwillim of Los Angeles wrote: "If you are getting strange errors from your MASM, or strange results or even crashes from your assembled and linked programs, there is an insidious bug that may be responsible.

"Versions of MASM other than the original IBM MASM 1.0 all expect to see a *CR* and an *LF* at the end of each line

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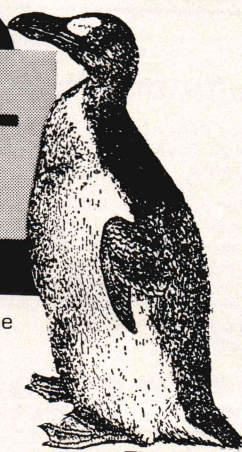
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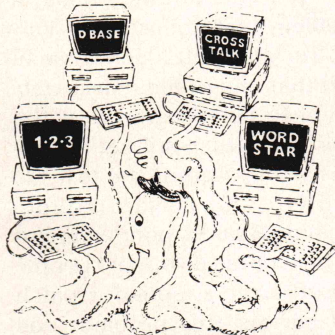
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(continued from page 109)

before they will recognize line termination. MASM 1.0 will work with either.

"The nonacceptance of a lone CR at the end of a line where there is a comment field (which is most lines in an ASM file) causes the next line simply to become part of the comment field of the previous line, effectively removing it from the assembler's view!

"In the case where no LFs are used at all, this will be immediately obvious, but if there are just a few CR-only lines, then you will have many strange occurrences—symbol-not-defined errors, crashes running a program that looks just fine in the source text, and so on.

"Because many text editors don't seem to care whether there is an LF accompanying each CR, the occasional omission of an LF can be hard to find. One simple way to locate these is to do a COPY FILENAME.ASM PRN, and the printer will print the lines that don't have an LF separating them on top of each other."

## DOS File Handles

The discussions of the 20-handle limit in the December 1985 and May 1986 16-Bit Toolbox columns generated a great deal of interest and discussion among DDJ readers. A particularly unique work-around was contributed by Paul Adams of Shelbyville, Kentucky, who wrote: "The letter from Dan Daetwyler quoted in your December 1985 column was the first I had heard of MS-DOS' limit of 20 file handles per process. This came as an unpleasant shock to me because, like Dan, I was planning a database application that would certainly require more than 20 open files. Although, Dan's letter left the impression that this restriction is new with Version 3 of DOS, I have found that it applies to DOS 2.0 as well.

"There is a way around. The clue was provided in the January 1986 PC Tech Journal. A Tech Notebook by Stan Mitchell describes the mechanism DOS uses to redirect file handles.

"A program segment prefix (PSP) contains a table of 20 bytes starting at offset 18h. When a file (or device) is opened, the handle returned by DOS is an offset into this table. The byte at

offset 18h + handle in the PSP will contain what I call the real handle. The real handle represents an entry in an internal DOS table. The default size of this table allows for eight real handles. This can be changed with the FILES command in CONFIG.SYS. If FILES = 255 is included in CONFIG.SYS, the real handle has a range of values from 0 to feh. A real handle of ffh always means the file is closed.

"The first three real handles are predefined by DOS as:

- 0—aux device
- 1—console
- 2—printer

"The result of this redirection is to allow child processes to inherit the open files of the parent process. The only use DOS seems able to make of this is to redirect standard input and output.

"By the way, as far as I can tell, a process is defined by a PSP. The currently active PSP can be determined by DOS function 62h. The only way I know to change the active PSP is to create a child process using DOS function 4bh. [See also Ross Nelson's explanation of MS-DOS process IDs in the May 86 column.—Ray]

"The way to open more than 20 files from a single process is to trick DOS into reusing one of the table entries in the PSP. I call this technique handle packing.

"To open or create a file using handle packing:

1. Open or create a file with the appropriate DOS handle function.
2. The dos\_handle is the handle returned by DOS. The real\_handle is the byte at offset 18h + dos\_handle in the PSP. Save the real handle for use when performing I/O on the file.
3. Replace the byte at offset 18h + dos\_handle with ffh so the dos\_handle can be reused.

"For all other file functions using handle packing:

1. Save the real\_handle found at offset 18h + 19 so it can be restored later. (18h + 19, the last handle in the PSP table, was arbitrarily selected.)
2. Place the real\_handle of the desired file at offset 18h + 19.
3. Move 19 to the bx register and exe-



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cute the desired DOS function.

4. Restore the *real\_handle* that was saved in step 1.

"The functions in HPKIO.ASM [Listing Two, page 96] provide the basic handle-packing I/O system for use with the small-memory model of Version 2.1 of the Computer Innovations C86 compiler. The program HTEST.C [Listing Three, page 101] is used to demonstrate the functions. To try HTEST, create an empty \TEST directory. The number of files created by HTEST will be three less than the number of files specified in CONFIG.SYS.

"This solution is obviously something of a hack because the redirection scheme is not documented and thus may change in future releases of DOS.

"Considering current developments in mass-storage devices, the IBM PC family of machines could be used for some sizable applications. This arbitrary limit of 20 files, howev-

er, disqualifies these machines (under MS-DOS, at least) for serious database applications. I am surprised that there have not been more complaints. Is I/O redirection really worth cutting the file limit from 255 to 20?"

### Resident Programs and File I/O

For those *DDJ* readers writing the next SideKick or Ready, Gary Cramblitt has got a question for you: "How can a resident MS-DOS program perform disk file I/O without trashing an existing program also doing disk I/O? An on-line notepad program, for example, allows the user to press a special key at any time, even while running some other program. A window opens up on the screen, the user enters his or her note, and the note is recorded in a notepad file on the disk.

"The problem is that MS-DOS is not reentrant. When the user presses a special key, the processor may be currently executing inside an MS-DOS file I/O routine. If the on-line notepad program calls MS-DOS disk I/O functions, the original program's

disk I/O will get trashed or the computer will hang.

"I've come up with several ideas on how to solve this problem, but so far, none of these solutions is ideal. One technique can be used if the target computer has a timer hardware interrupt. The MS-DOS Get Critical Flag Address function (interrupt 21h, function 52h) can be used to tell when the processor is not executing code inside MS-DOS. A timer interrupt routine could keep checking this flag. When DOS is no longer critical (and therefore is no longer inside an MS-DOS disk I/O routine), then the notepad program can safely request its disk I/O.

"There are three problems with this technique. First, it is hardware-dependent because you must have knowledge of (and capture) the particular computer's hardware timer interrupt. Second, the Get Critical Flag Address function is available only in MS-DOS, Version 2, and later. [Note: This function is not documented for PC-DOS systems, although it seems to work.—Ray] Third, a lot can happen between the time the user presses the special notepad activating key and the time MS-DOS is not in a critical section. For some applications, this won't be a big problem. However, I have in mind a program to dump the graphics screen of my computer (a Z-100) to a disk file. Too much can happen on the screen between the time the key to request the screen copy to disk is pressed and the time MS-DOS becomes noncritical.

"Another technique for solving the reentrancy problem would be to save the notes in memory—like a special RAM disk. The user must run a special program before shutting off his or her computer to copy the notes from the memory file to floppy disk. This solution suffers from two obvious deficiencies. First, it requires more memory. Second, if users forget to run the special program or if they lose power, their notes are lost forever.

"A third technique would be for the on-line notepad program to do its own file handling, reading and writing physical disk sectors directly. I think the problem with this approach is obvious." **DDJ**

(Listings begin on page 96.)

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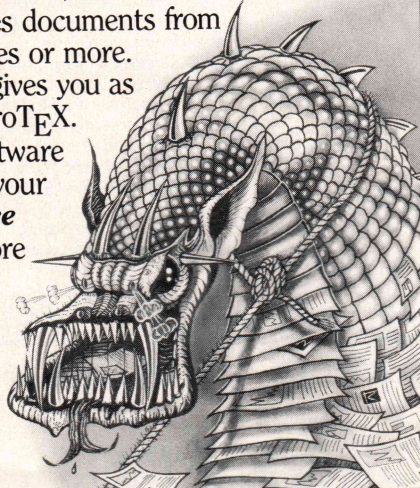
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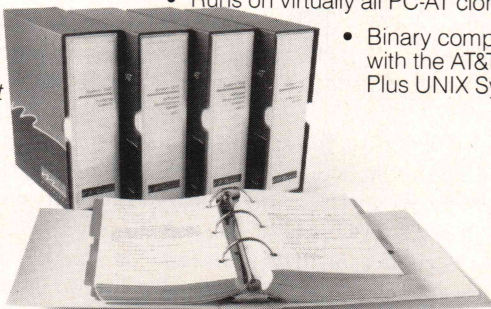
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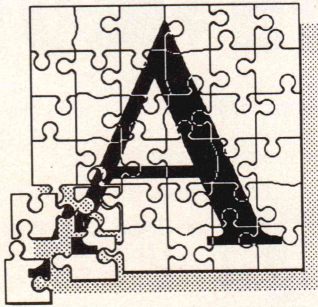
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## The Worm Memory Test



No, this is not a method for quantifying the mental retentive powers of certain long, cylindrical invertebrates. It is a test that could help to diagnose certain types of computer memory errors. The Worm memory test (see Listing One, page 102) uses a dynamically executing program as the actual test data. Unlike previous memory test programs of this type, this worm has a special twist—it is able to overlay itself while it is executing, thanks to the MC68000's prefetch register.

### Some Fetching Facts

Never heard of the prefetch register? To understand how the memory test works, it might help to review the way the MC68000 fetches and executes instructions. The MC68000 uses instruction pipelining in order to speed execution. There is, in effect, a 16-bit register between the data bus and the instruction decoding logic. When an instruction is executed, the opcode for that instruction is first loaded into the prefetch register (often while the previously fetched instruction is being executed), then the instruction is moved into the instruction decoding register, where it is executed. The net effect is that the processor usually has a handle on the next thing it is supposed to do.

Prefetch works fine most of the time, but it does slow things down during certain operations. If the instruction being executed causes a nonsequential instruction to be executed, execution may be either faster or slower. In the case of a conditional

counter in order to fetch the next nonsequential instruction. A branch not taken, however, will be a little faster if it is a short branch because the next instruction is already in the prefetch register and the two clocks needed to add a displacement to the program counter can be saved. The worst case happens when a branch is not taken and the branch displacement is 16 bits. In this case, the processor has useless information in the prefetch register and must flush that information before it can fetch the next instruction.

Other nonsequential instructions cause an immediate flush of the prefetch register and use an extra four clocks simply to restart the pipeline. One exception is the decrement-and-branch instruction, which like the taken branches benefits from having the branch displacement handy. (The MC68010, with its 32-bit prefetch register, actually executes many 16-bit instructions out of the prefetch register if they precede a decrement-and-branch instruction.)

### How the Worm Crawls

*Worm* depends on these characteristics of pipelining in order to overlay itself while it is running, but it needs some management and control in order to be useful—a *Worm* on the loose would quickly destroy all memory! Besides *Worm*, a complete memory test requires two additional parts: an initialization sequence and a routine for controlling *Worm* and reporting its findings.

The initialization routine, *Init*, has some special characteristics and includes most of the system dependencies. It is executed only once—at the beginning—and is therefore throw-

away code. This is why it is placed last—*Worm* actually crawls right over its initialization code in this implementation. The registers are set up to the specifications of *Worm*, and several important system functions are performed. In particular, it is important that page faulting does not occur in systems that support virtual memory, and if special hocus-pocus is needed to turn off interrupts, it should be done here.

*Manager* exercises control over *Worm* and is responsible for communicating errors it discovers and displaying progress messages if desired. When *Manager* is entered upon completion of a *Worm* pass, it must decide if it has been entered because of an error or simply as a point of control. If there has been an error, *Worm* is no longer runnable, so *Manager* will have to report the error and terminate. If no error is detected, *Manager* must check the progress of *Worm* to keep it from consuming all memory. At this point, *Manager* can decide enough memory has been checked to warrant a progress report of some kind.

The real heart of the whole thing is, after all, *Worm*. *Worm* simply replicates itself, one long word lower in memory, while comparing the new copy of itself against the original, which never executes. *Worm* may be the heart of the memory test, but the three instructions starting at *Crawl* are where the magic happens. This loop starts at the beginning of *Worm* and copies the first long word down to *Worm*-4. It continues with each additional long word, until it gets to the long word at *Crawl*+4, which is a *dbne* instruction with its 16-bit displacement. The preceding *move.l* and *cmp.l* have already been copied down.

At this point, it becomes a little difficult to keep track of what is data and what is code. When the *move.l* is in the instruction decode register,

by Jan W. Steinman

branch instruction, a branch taken is quite fast because the prefetch register already holds the displacement that must be added to the program

Jan W. Steinman, 2002 Parkside Ct.,  
West Linn, OR 97068



ready to be executed, the following *cmp.l* is in the prefetch register, waiting its turn to be executed. When the *move.l* at *Crawl* executes, it moves the *dbne* instruction into the location it and the following *cmp.l* are currently occupying. The processor has no way of knowing it has just invalidated its prefetch register, so it continues—moving the *cmp.l* instruction into the instruction decode register and moving the following *dbne* into the prefetch register. The *cmp.l* executes, comparing the *dbne* just moved against the original while moving the branch displacement for the *dbne* into the prefetch register.

Assuming the compare was successful, the *dbne* executes, decrementing *d0* and branching backward 4 bytes to where the *move.l* used to be. The prefetch register is flushed because of the branch, so the value at that location is loaded into the prefetch register and immediately into the instruction decode register. But what is loaded? A copy of the *dbne*, complete with the same negative displacement value. The condition codes have not changed, and the count register *d0* should not be anywhere near 0, so the copy of the *dbne* gets executed identically to its predecessor, which still resides in the next long word. The *dbne* copy branches to the *move.l* copy, and the loop continues moving the code down 4 bytes. (See Table 1, above.)

When the count register *d0* underflows, the *dbne* copy drops through, interrupts are enabled, *Worm*'s dynamic image pointer *a5* is adjusted to point to the new *Worm* copy, and *Worm* reports back to *Manager*. Note that none of the *Worm* code is ever executed before it has been compared and verified.

It is vitally important to disable interrupts when the *move.l* overlays itself and the following *cmp.l*. An interrupt at this point causes the prefetch to be flushed when the interrupt is serviced. Upon return from the interrupt, the displacement part of the *dbne* (hex *ffa*) will be fetched as an instruction. This will cause a "line 1111 emulator exception" unless your system has a coprocessor with an ID code of 7, but either way *Worm* will be broken and the memory test will fail. And of course, it is important that the length of *Worm*

remains a multiple of 4 if you decide to modify it!

### But What Good Is It?

I originally developed the MC68000 Worm test for an embedded proces-

sor application that was having dynamic-RAM refresh problems. It was discovered that conventional RAM tests, which move smoothly up through consecutive addresses, were masking the problem by unintention-

	Before	After
Crawl-4	...	<i>move.l</i> (a0)+,(a1)
Crawl-2	...	<i>cmp.l</i> (a1)+,(a2)+
Crawl	<i>move.l</i> (a0)+,(a1)	<i>dbne</i> d0,-6 <--+
Crawl+2	<i>cmp.l</i> (a1)+,(a2)+	!
Crawl+4	<i>dbne</i> d0,-6	-----+


**Table 1:** The test in action



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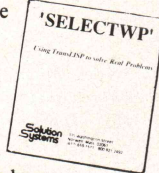
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RIGHT TO ASSEMBLE  
(continued from page 115)

ally providing software refresh. The test is not long enough to cause a complete cycle of all a dynamic RAM's row-address-strobe (RAS) lines and was able to help diagnose the problem.

In the form presented, this implementation is useful primarily as an illustrative example of position-independent coding, modular design, and, of course, a unique use of the prefetch register. It could be put to practical use in several ways.

The best use of the memory test might be to have it running continuously, as a very-low-priority task. *Manager* would have to take some of the responsibility of *Init* by allocating test memory and restarting *Worm* when it has finished testing a buffer. The interrupt disabling code may be simpler on systems without virtual memory—on the Amiga it is a simple memory store.

Virtual-memory systems would also need to add code to branch around the interrupt disabling code on the copy of the first long word only, which would allow the memory test to generate page faults whenever it first crosses a page boundary. To make it practical in such systems, *Manager* would have to access the memory-management hardware in order to map faulty virtual locations to broken chips.

The *Worm* routine itself can hold much more code if desired. I originally had much of *Manager*'s decision code in *Worm*, which did speed it up but at the expense of simplicity. In a message-based system, such as the Amiga, *Manager* could be totally deleted. *Worm* could contain all the task code, merrily crawling through any available RAM it could find and sending error reports through inter-task messages—all with minimal impact on the user.

DDJ

(Listing begins on page 102.)

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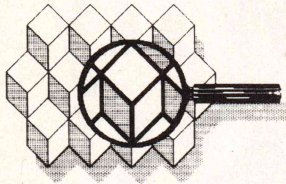
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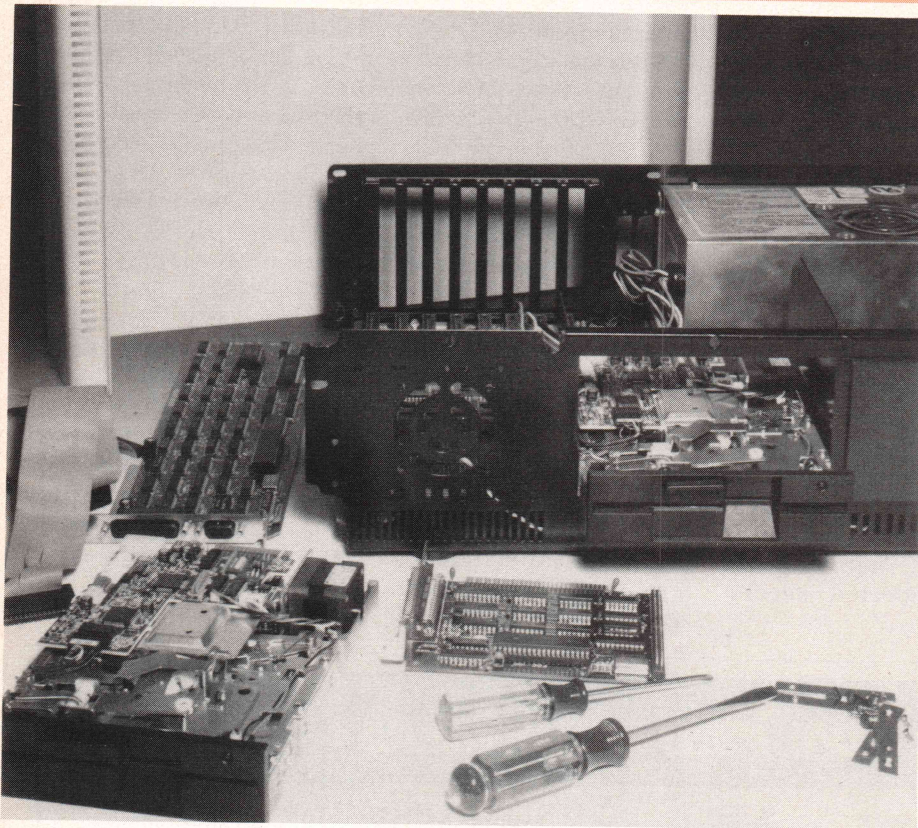
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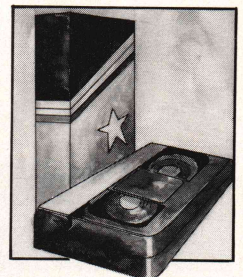
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**Pacific Data Products** is offering the V68K line of intelligent graphics boards. These high-resolution

graphics cards are full-size, IBM PC add-on cards that feature palette sizes of up to 16 million colors, a Motorola MC68010 video processor, and a capacity of up to 2 megabytes of video memory. Palettes can be reloaded every scan line with no screen performance degradation. The boards are compatible with the IBM PC, PC/XT, PC/AT, and RT/PC. The MC68010 video processor can perform vector to raster conversion or other tasks. Reader Service No. 26.  
Pacific Data Products  
8545 Arjons Dr., Ste. 1  
San Diego, CA 92126  
(619) 549-0136

**Univation** has announced a new multifunction accelerator card called the Dream Board for the IBM PC. It combines up to 2 megabytes RAM with a 200–400 percent increase in speed, serial and/or parallel ports, a clock/calendar, an optional 8087 math chip, and several utilities to speed disk I/O. The card retails for \$595–\$795 with 512K RAM, depending on options selected. Reader Service No. 27.

Univation  
1231 California Cir.  
Milpitas, CA 95025  
(408) 263-1200

**Earth Computers'** 287-Power-10 is a 10-MHz math coprocessor board for the IBM PC/AT that plugs into the existing 80286 socket. The product line also includes 5- and 8-MHz versions of the board. Prices range from \$249 for the 5-MHz version to \$695 for the 10-MHz version. Reader Service No. 28.  
Earth Computers  
P.O. Box 8067  
Fountain Valley, CA 92728  
(714) 964-5784

### Networking

**ITT** has introduced the Xtra XL, a high-performance supermicrocomputer running both DOS and Xenix. The system, based on the Intel 80286 processor, is designed to maximize the computing power available to users operating in local-area network and shared-processor environments and maintains existing industry standards. Xtra XL includes 8-MHz, zero-wait-state memory;

dynamic disk I/O caching; an average hard-disk access time of 28 milliseconds; and an optional 80287 math coprocessor. In addition, an 8-MHz 80186-based communications coprocessor offers dramatic throughput speed in multiuser configurations. Models I and II are intended for use as local-area-network servers operating under ITT DOS 3.1. Model I, priced at \$5,299, includes 640K RAM, a 1.2-megabyte floppy disk, and a 40-megabyte hard disk. Model II, priced at \$7,299, includes 640K RAM, a 1.2-megabyte floppy disk, and a 72-megabyte hard disk. Reader Service No. 29.

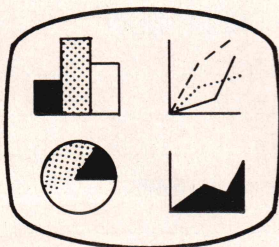
ITT Information Systems  
2350 Qume Dr.  
San Jose, CA 95131  
(408) 945-8950

A local-area-network configuration for the AT&T 6300 series of microcomputers has been announced by **The Destek Group**. The new configuration uses industry-standard CSMA/CD media-access protocols with a network bus speed of 2

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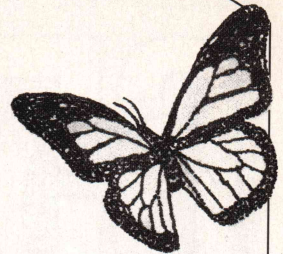
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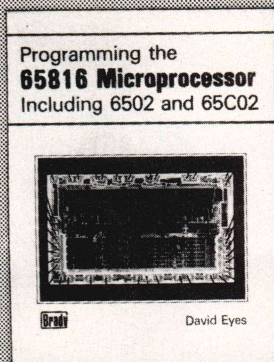
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(continued from page 120)

megabits/second. It features increased buffer memory and circuitry. Prices vary according to configuration. Reader Service No. 30.

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Sunnyvale, CA 94086  
(408) 737-7211

Network-OS is a local-area-network operating system from CBIS designed to allow users of IBM PCs, PC/XTs, PC/ATs, and compatibles to create microcomputer-based LANs. It is fully NetBIOS/DOS 3.1 compatible and can support all major LAN topologies including token ring. Network-OS also supports Novell file and record locking and can run virtually any third-party DOS 3.1 application. The retail list price of Network-OS is \$995 per 16 users. Reader Service No. 31. CBIS Inc.

2323 Cheshire Bridge Rd.  
Atlanta, GA 30324  
(404) 634-3079

A simultaneous voice/data multiplexer for use on four-wire voice grade lines is available from **Coherent Communications Systems Corp.** The SVD-2400 overlays a full-duplex, 2,400-bps data channel to an existing leased line, allowing it to support both voice and data traffic. Reader Service No. 32.

Coherent Communications Systems Corp.  
60 Commerce Dr.  
Hauppauge, NY 11788  
(516) 231-1550

A high-speed, 2,400-bps, stand-alone modem designed for personal computers and terminals is available from **Prentice Corp.** The P-224 is a full-duplex modem that meets

CCITT V.22 bus recommendations and Bell 212A and 103 standards and supports the Hayes AT command set. It features auto-answer and auto-dial operation and can be used with touch-tone or pulse-dial phones. Standard features also include automatic bit rate and parity selection and auto-speed recognition on answer. Reader Service No. 33.

Prentice Corp.  
266 Caspian Dr.  
Sunnyvale, CA 94088-3544  
(408) 734-9810

**InterContinental Micro Systems** has released TurboDOS/PC, a package that runs on an IBM PC, a compatible, or any 8086-line microcomputer system that uses MS-DOS or PC-DOS, Versions 1.x, 2.x, or 3.0. TurboDOS/PC allows the PC to become a TurboDOS network client and to access the disk drives and printers belonging to the TurboDOS file and print servers in the network. The single-copy list price for TurboDOS/PC is \$100. Reader Service No. 34.

InterContinental Micro Systems  
4015 Leaverton Ct.  
Anaheim, CA 92807  
(714) 630-0964

**Woolf Software Systems** has announced Move-It, Version 4, a communications package for microcomputer users. The new version has automatic file compression, keyboard macros, scripting files, XMODEM protocol support, infiltrator and outfilter commands, and the ability to send and receive files automatically. Move-It, Version 4, retails for \$150. Reader Service No. 35.

Woolf Software Systems  
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Phone:	(303) 444-6675

A serial communications board that allows users to interconnect up to six IBM PCs, PC/XTs, PC/ATs, and compatibles using the Easy-LAN local-area network is available from **Server Technology**. The Com Port Board-6 is based on the RS-232 interface standard and works in conjunction with the DOS-supported COM1 and COM2 ports. By incorporating a Server Com Port Board-6 along with the DOS-supported COM1 and COM2, users can interconnect a total of eight PCs using EasyLAN. If desired, up to six PCs can be interconnected to the Com Port Board-6, with the COM1 and COM2 reserved for other serial devices. Three boards can be accommodated per PC, allowing up to 18 PCs to be interconnected in an EasyLAN network. An EasyLAN starter kit is priced at \$179.95. Reader Service No. 36.

Server Technology Inc.

1095 E. Duane, Ste. 107  
Sunnyvale, CA 94086  
(408) 738-8377

### **Languages**

Clarion from **Barrington Systems** is a structured programming language designed for commercial applications. Clarion runs on IBM PCs or compatibles, requires a hard-disk drive and a minimum of 320K. The utility programs are integrated; a single key-stroke can terminate one utility, then load and execute the next. Screen and report layouts are designed interactively. The entire package sells for \$295. Reader Service No. 37.

Barrington Systems Inc.  
150 E. Sample Rd.  
Pompano Beach, FL 33064  
(305) 785-4555

A new set of Forth example programs, the Forth Model Library (volumes 1-3), is now available from the **Forth Interest**

**Group**. The library includes application programs compatible with Forth-83 systems available from the most popular Forth vendors. The volumes are *A Forth List Handler* by Martin J. Tracy, *A Forth Spreadsheet* by Craig A. Lindley, and *Automatic Structure Charts* by Kim R. Harris. Each volume is available for \$40. Reader Service No. 38.

Forth Interest Group  
P.O. Box 8231  
San Jose, CA 95155  
(408) 277-0668

Smalltalk-AT from **Softsmarts** includes the Xerox Smalltalk-80 source code, the Xerox image, and Softsmarts' ST-80 virtual machine. With Smalltalk-AT, users can run any application developed on a larger dedicated Smalltalk machine. It requires an IBM PC/AT with 640K base memory, at least 512K expansion memory, a Mouse Systems'

three-button mouse, and the IBM Enhanced Graphics Adapter. The total package price is \$995. Reader Service No. 39.

Softsmarts Inc.  
4 Skyline Dr.  
Woodside, CA 94062  
(415) 327-8100

**Software Express** has released Version 1.6 of Ap-gen, a fourth-generation language in the Unix marketplace. The new version features a set of training tutorials. It is compatible with all previous versions and sells for \$6,000. Reader Service No. 40.

Software Express  
2925 Briarpark Dr.,  
7th Floor  
Houston, TX 77042  
(713) 974-2298

**Star Value Software** has announced four software development tools for Modula-2 programmers: *Textio*, a display and printer I/O library; *Graphix*, an in-



## OF INTEREST

(continued from page 123)

terface to the MetaWindow system from MetaGraphics; and Make and XRef, utilities for managing large-size development projects. These tools are designed to work in conjunction with the Logitech Modula-2/86 development system on IBM PCs or compatibles. All four products are sold separately and include complete documentation. Textio and Graphix

are \$79 each; Make and XRef are \$59 each. Reader Service No. 40.  
Star Value Software  
12218 Scribe Dr.  
Austin, TX 78759  
(512) 837-5498

**Wordcraft's C: A Programming Workshop** teaches the C programming language interactively. The workshop includes an integrated editor and standard compiler. The test module reports whether a program

exercise gives correct results. Users can also develop C functions with no disk delay. The Workshop runs on IBM PCs and compatibles with 19K. It costs \$39.95 plus shipping and handling. Reader Service No. 41.

Wordcraft  
3827 Penniman Ave.  
Oakland, CA 94619  
(415) 534-2212

Version 1.5 of **Mystic Pascal** from **Mystic Canyon Software** features screen output, a complete on-line help library, and fast execution speed. It has a full-screen editor, multitasking operating system, ISO Pascal compiler, and interactive debugger mode. Users' programs can occupy up to 640K of storage for code and data, and users can run up to 100 program sections concurrently. Reader Service No. 42.

Mystic Canyon Software  
P.O. Box 1010  
Pecos, NM 87552  
(505) 757-6344

**Graham Software Corp.** has introduced Version 1.3 of **Alice: The Personal Pascal**. This version is compatible with industry-standard Pascal compilers and supports Borland International's Turbo Pascal. Alice: The Personal Pascal consists of four, integrated, computer language products: an IBM PC-compatible Pascal interpreter, a language intelligent editor, on-line help facilities, and a full-function debugging system. Version 1.3 has a suggested retail price of \$95 (U.S.) or \$129 (Canada). Reader Service No. 43.

Graham Software Corp.  
4 Kingwood Pl.  
Kingwood, TX 77339  
(713) 359-1024

**QuickSilver Software** has released memory-resident reference guides for popular compilers. These reference guides provide clear documentation on the procedural and syntactical elements of each language. The packages require 128K RAM, one disk drive, and PC-DOS 2.0 or later. Each guide costs \$16.95. Reader Service No. 44.

QuickSilver Software  
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(1) *Computer Language*, Feb., 1985, pp. 73-102. Reprinted by permission.

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Reader Service No.	Advertiser	Page No.	Reader Service No.	Advertiser	Page No.
92	Addison Wesley	112	*	Micro Way	53
277	Aspen Systems	121	*	Micromint	89
250	Austin Codeworks	93	84	MicroPlot	93
115	Barrington Systems, Inc.	4-5	154	Microport Systems, Inc.	113
182	BC Associates	12	105	Microprocessors Unlimited	88
267	Beacon Street Software, Inc.	122	126	Microsoft Press	21
202	Berkeley Decision/Systems, Inc.	83	*	Mix Software	107
159	Blaise Computing	31	249	Mortice Kern Systems, Inc.	109
161	Borland International	C4	*	Nanosoft Associates	110
219	Brady Computer Books	122	243	Norton Utilities	125
181	C Users Groups	44	251	Nostradamus	2
*	C Ware	105	227	Oakland Group, Inc.	61
246	Cardinal Point	44	254	Oasys	18
*	Career Opportunity	123	76	Personal Tex	27
226	Cauzin Systems	84-85	169	Poor Person Software	103
150	Chalcedony Enterprises	121	229	Port - A - Soft	88
122	Compu View	59	129	Programmer's Connection	63,64,65
237	CompuServe	C2	98	Programmer's Connection	101
94	Consulair Corporation	70	103	Programmer's Connection	99
*	Creative Programming	91	86	Programmer's Connection	97
268	Custom Software Systems	121	141/133	Programmer's Shop	94-95
203	Datelight	9	143	Programmer's Shop	111
*	Desktop A.I.	68	174/175	Programmer's Shop	41
87	Digital Research Computers	69	160	Prospero Software	39
*	DDJ Allen Holub-Shell	78	295	Proto PC	93
*	DDJ Bound Volumes	74-75	117	Quad Systems, Inc.	93
*	DDJ Code Listings	79	158	Quantum Systems	71
*	DDJ C-Products	76-77	206	Raima Corporation	19
*	DDJ Toolbook of Forth	73	145	Rational Systems	126
*	DDJ Z80 Toolbook	80	*	SAS Institute	127
89	Ecosoft, Inc.	125	183	SBC Mart	67
*	Edward K. Beam	68	85	Semi Disk Systems	55
138	Essential Software	120	78	SLR Systems	58
93	Fair-Com	40	83	Soft Advances	66
*	Gimpel Software	124	259	Softfocus	93
97	Greenleaf Software	15	147	Solution Systems	117
132	Harvard Softworks	96	148	Solution Systems	116
274	Hauppauge Computer Works	29	152	Solution Systems	116
233	Hawaiian Village Computers	35	106	Spectra	60
194	Info Pro Systems	103	*	Swyftware/Information Appliance	90
*	Integral Quality, Inc.	61	166	Sync Studios	88
179	Intel Corporation	22-23	279/245	Tech PC	119
*	Iles, Inc.	43	108	Tecware	7
*	Journal of Forth	90	230	TSF	58
186	Lahey Computer Systems, Inc.	105	119	Turbo Tech Report DDJ Newsletter	17
101	Lattice, Inc.	115	157	Vermont Creative Software	34
257	Logitech, Inc.	13	112	Wendin	11
102	Mark Williams Company	1	211	Western Computer	57
285	MDS, Inc.	48	116	Wizard Systems	51
95	MetaWare Incorporated	45	208	Wordtech Systems	C3
			244	Workman & Associates	66

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# SAS Institute Inc. Announces

## Lattice C Compilers for Your IBM Mainframe

### Two years ago...

SAS Institute launched an effort to develop a subset of the SAS® Software System for the IBM Personal Computer. After careful study, we agreed that C was the programming language of choice. And that the Lattice® C compiler offered the quality, speed, and efficiency we needed.

### One year ago...

Development had progressed so well that we expanded our efforts to include the entire SAS System on a PC, written in C. And to insure that the language, syntax, and commands would be identical across all operating systems, we decided that all future versions of the SAS System—regardless of hardware—would be derived from the same source code written in C. That meant that we needed a C compiler for IBM 370 mainframes. And it had to be good, since all our software products would depend on it.

So we approached Lattice, Inc. and asked if we could implement a version of the Lattice C compiler for IBM mainframes. With Lattice, Inc.'s agreement, development began and progressed rapidly.

### Today...

Our efforts are complete—we have a first-rate IBM 370 C compiler. And we are pleased to offer this development tool to you. Now you can write in a single language that is source code compatible with your IBM mainframe and your IBM PC. We have faithfully implemented not only the language, but also the supporting library and environment.

Features of the Lattice C compiler for the 370 include:

- **Generation of reentrant object code.** Reentrancy allows many users to share the same code. Reentrancy is not an easy feature to achieve on the 370, especially if you use non-constant external variables, but we did it.
- **Optimization of the generated code.** We know the 370 instruction set and the various 370 operating environments. We have over 100 staff years of assembler language systems experience on our development team.
- **Generated code executable in both 24-bit and 31-bit addressing modes.** You can run compiled programs above the 16 megabyte line in MVS/XA.
- **Generated code identical for OS and CMS operating systems.** You can move modules between MVS and CMS without even recompiling.
- **Complete libraries.** We have implemented all the library routines described by Kernighan and Ritchie (the informal C standard), and all the library

routines supported by Lattice (except operating system dependent routines), plus extensions for dealing with 370 operating environments directly. Especially significant is our byte-addressable Unix®-style I/O access method.

- **Built-in functions.** Many of the traditional string handling functions are available as built-in functions, generating in-line machine code rather than function calls. Your call to move a string can result in just one MVC instruction rather than a function call and a loop.

In addition to mainframe software development, you can also use our new cross-compiler to develop PC software on your IBM mainframe. With our cross-compiler, you can compile Lattice C programs on your mainframe and generate object code ready to download to your PC.

With the cross-compiler, we also offer PLINK86™ and PLIB86™ by Phoenix Software Associates Ltd. The Phoenix link-editor and library management facility can bind several compiled programs on the mainframe and download immediately executable modules to your PC.

### Tomorrow...

We believe that the C language offers the SAS System the path to true portability and maintainability. And we believe that other companies will make similar strategic decisions about C. Already, C is taught in most college computer science curriculums, and is replacing older languages in many. And almost every computer introduced to the market now has a C compiler.

### C, the language of choice...

C supports structured programming with superior control features for conditionals, iteration, and case selection. C is good for data structures, with its elegant implementation of structures and pointers. C is conducive to portable coding. It is simple to adjust for the size differences of data elements on different machines.

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DDJ 9/86



## SWAINE'S FLAMES

I've noticed that all the best columnists make lists—lists of their favorite products, lists of announced but unreleased products, lists of their favorite announced but unreleased products. I think I ought to make some lists.

A list can be a sequence, and a sequence can be a puzzle, as in, What is the next item in this sequence?

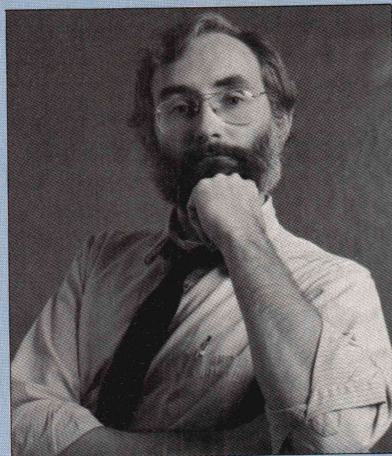
1. 00010100      00010110  
00010001      00000111  
00010110      00000001  
00001111
2. STOA    MACRO    PAR  
          IFC        EQ,\*PAR\*A\*  
          SA6        PAR  
          ENDIF  
          ENDM
3. while remainder < > 0 do  
    begin  
        m := n;  
        n := remainder;  
        remainder := m mod n  
    end;
4. PLOT PIE  
    HEADING 'PAGES OF SOURCE CODE'  
    SHOW SLICE FOR 'DDJ' EXPLODED  
    COMBINE SLICES LT 5 PERCENT  
    END

Pencils down. Anyone who said . . .

5. omnipotent(X) :- can(X,\_,\_).  
    indestructible(X) :-  
        not(can(\_,destroy,X)).  
    omnipotent(god).  
    ?-can(god,create,X),  
        indestructible(X).

gets to stay after class to clean erasers.

The sequence was, of course, first-through nth-generation language code. There is a clear progression, I think, in information density per statement as you go up the generations. The progression in readability is also clear, from the cryptic bit-stream of first-generation binary to



the English-like code of fourth-generation RAMIS II.

When you get to the PROLOG code, though, the readability progression crumbles. PROLOG is about as readable as Pascal, and there are other reasons to question PROLOG's position in the sequence.

Given appropriate definitions of *create* and *destroy*, the PROLOG program above will answer the question, Can an omnipotent being create an indestructible object? You can actually go to your computer, load PROLOG, key in this program, and get an answer. Resolution of this classic antinomy would be an event in the history of logic, but I suspect that my four lines of code say more about PROLOG's failures as a logical language than about gods or logic. Clocksin and Mellish also seem to acknowledge that PROLOG may not be the language of fifth-generation programming by calling it "a potential basis for an important new generation of programming languages. . . ." I really don't think we're there yet.

My cousin Corbett has been telling me lately that *DDJ* needs a new large software project. *DDJ*, he reminds me, gave the first micro programmers a language that would fit into their tiny memory spaces with Tiny BASIC in 1976. Four years later, the magazine published the first version of Small-C, again shoehorning a language into the limited memory space of micros.

But now microcomputers have megabytes of memory and validated

Ada implementations. Does this *DDJ* kind of minimization make sense any more? Corbett thinks so. Paradoxically, he holds that the key is to think big about thinking small. That's the principle behind his new software development project, for which he wants to solicit programmers through the pages of *DDJ*. There is, Corbett, maintains, only one possible next element in the sequence that began with Tiny BASIC and Small-C: Tiny Star Wars. Send to the usual address for your starter disk and security clearance.

But I don't seem to be getting the hang of this list thing. The most common kind of columnist list may be the classic bitch list. The tone can range from Andy Rooney-whiney to Ian Shoales-snarly. Here's my snarl.

I'm tired of waiting for Alan Kay's Dynabook, Ted Nelson's Xanadu and Hypertext, Adam Osborne's software pricing watershed, the home market, telecommunications software that doesn't push all the tough decisions off on me, hardware design that doesn't penalize me for being left-handed. All the best programmers are left-handed. I was tired of "near-letter quality"; now I'm tired of "near-typeset quality." When will printers be good enough that their manufacturers don't have to apologize for their output? I'm tired of waiting for Americans to recognize the value of a dollar and of a vote, to stop spending both on trash, and to demand competence from industry and government. Either that or demand printer-style labeling: "near-Sony quality," "near-Gorbachev lucidity." And I'm tired of the lingering death of copy protection. Pull the plug on that baby.

I'm tired. I gotta go.

*Michael Swaine*

Michael Swaine  
editor-in-chief



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prtf()	45 sec	65 sec	58 sec
cpyblk()	62 sec	167 sec	56 sec
cpychr()	38 sec	87 sec	49 sec
diskio()	38 sec	103 sec	41 sec
array()	52 sec	69 sec	77 sec
optimize()	35 sec	32 sec	60 sec
sieve()	93 sec	106 sec	96 sec
rsieve()	54 sec	107 sec	54 sec
minmain()	452 bytes	10260 bytes	1928 bytes
minprtf()	2786 bytes	11684 bytes	5750 bytes
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